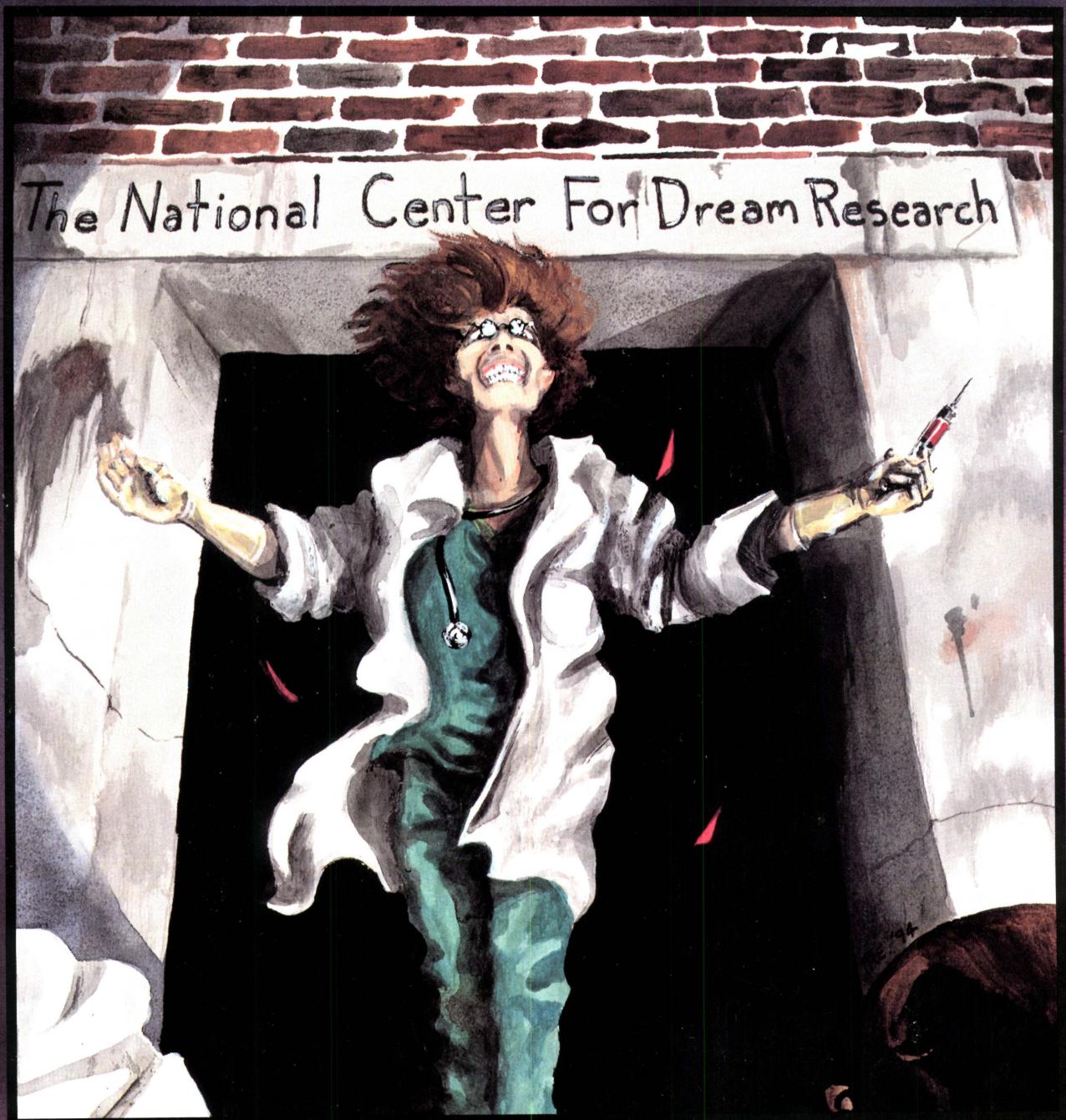
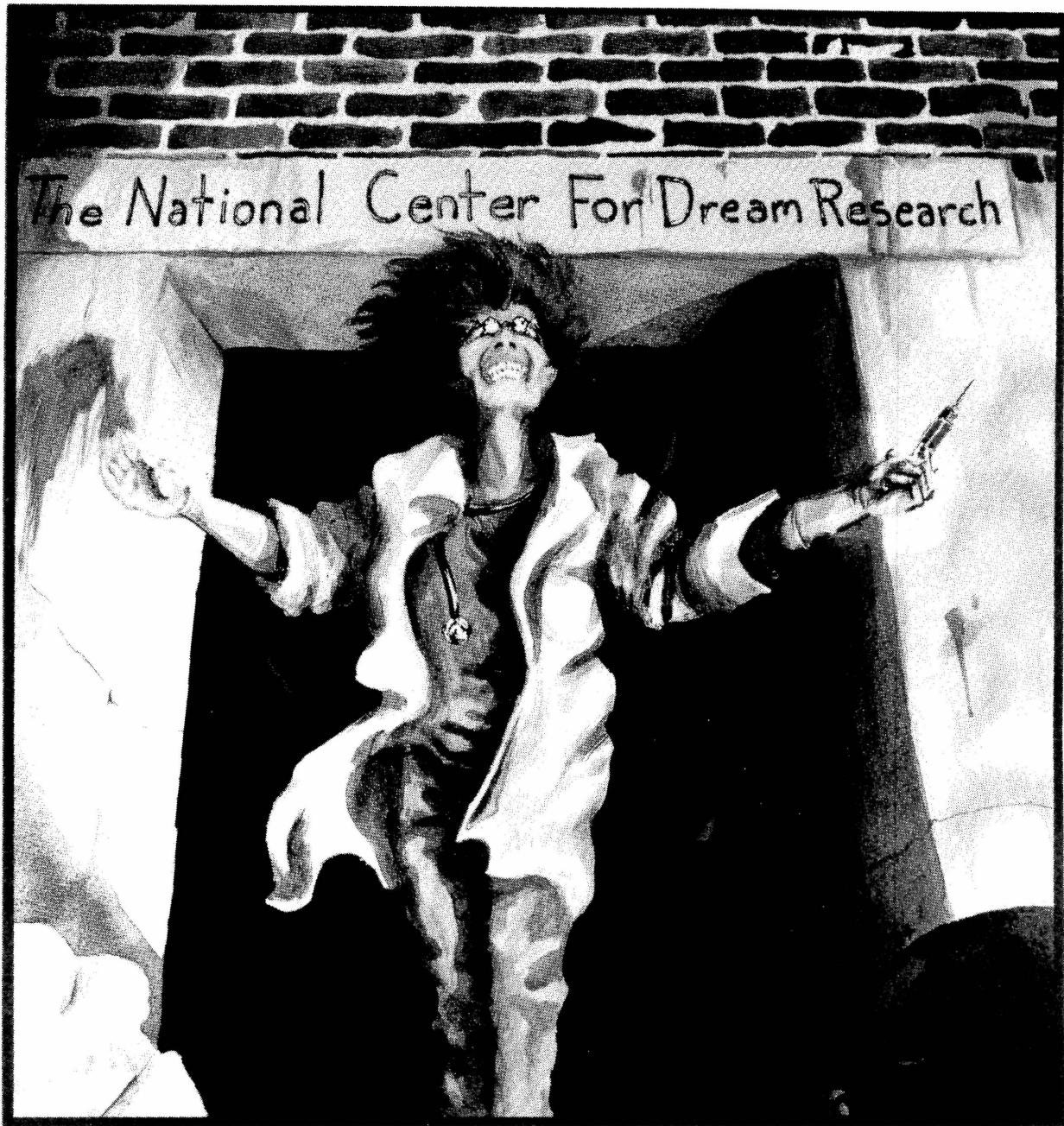


Of Sound Mind™



A SUPPLEMENT FOR SHATTERED DREAMS™



Of Sound MindTM

APEX PUBLICATIONS, INC.
P.O. Box 20405
Bloomington, MN 55420

Copyright 1994
All Rights Reserved

Credits

Design: Matthew D. Grau, Timothy R. Erickson

Design Contributors: Lance P. Johnstone

Cover Art & Illustrations: Timothy R. Erickson

Additional Illustration: Jeanne E. Grau

Models: Matthew D. Grau, Jason Hutchinson, Rachel Peters, John Yurecko

Editing: Matthew D. Grau, Jeanne E. Grau, Chris Zweig

Layout: Matthew D. Grau

Thanks: to John Yurecko for the historical and foreign consulting help.

©1994 Apex Publications, Inc.

All Rights Reserved. Reproduction without the express written permission of Apex Publications, Inc. is prohibited.

Of Sound Mind is the Apex Publications, Inc. trademark for its Shattered Dreams supplement.

Awake and Alone is the Apex Publications, Inc. trademark for its Shattered Dreams supplement.

Shattered Dreams is the Apex Publications, Inc. trademark for its nightmare roleplaying game.

Foreward

Welcome to visiting hours. *Shattered Dreams* has once again been locked in a small padded room and given a variety of prescription medication.

In *Of Sound Mind* you will find new material that will enhance your current *Shattered Dreams* game. There are expanded insanity lists for your twisted characters, Dream-walker groups to add to your history and story, and adventures in insane asylums.

Good luck.

MATTHEW D. GRAU

Dedicated

To the Nightmares in our lives, through whose torments we dare to succeed.



Contents

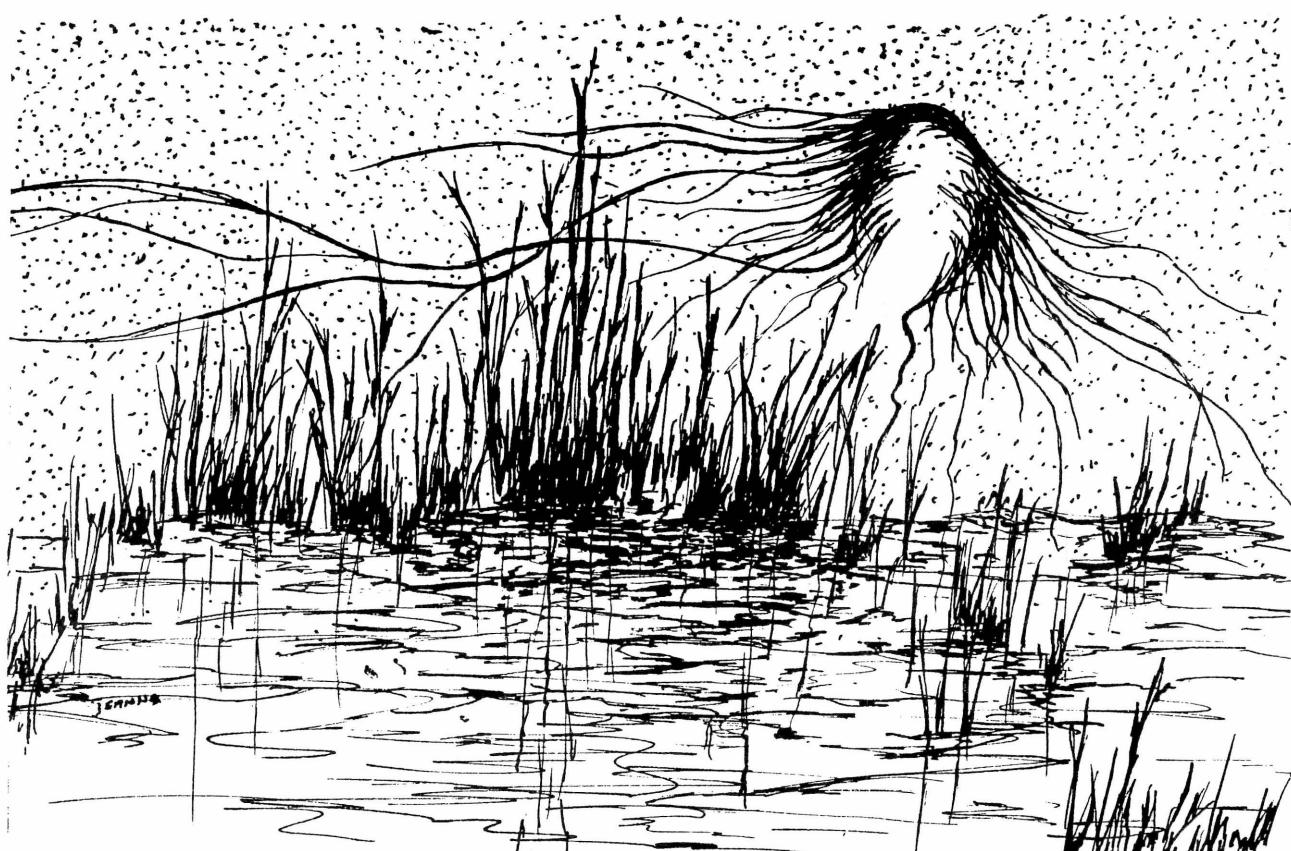
A3201	p. 4
Insanity	p. 5
Dreamwalker Groups	p. 7
The National Center for Dream Research	p. 7
The Watch	p. 15
THE EYE OF THE DRAGON	p. 21
<i>Insane Asylums As A Setting</i>	p. 27
<i>Sanity Is Only a State of Mind</i>	p. 27
<i>The West Wing</i>	p. 30
<i>Take Me Away</i>	p. 31

In the light of the night
we venture out
to face Fear incarnate

We will not submit
We will not die
We will conquer and succeed

If only we can keep our minds.
MATTHEW D. GRAU

The mind is a terrible thing to taste.
Ministry



4
A3201

Dr. Bently leaned back in his leather desk chair and clicked the voice activation button on his tape recorder.

"Subject A3201, sex: male, age: 31, symptoms: insomnia, excitability, paranoia, delusions. Psychological profile: generalized anxiety disorder, minor somatoform disorder, undifferentiated schizophrenia, and either paranoid schizophrenia or paranoid mood disorder. Cause: recurring nightmares. Pattern: typical."

Pausing a moment, he opened the file laying on his desk and looked over a couple of papers.

"Subject was unresponsive to normal treatment. Normal research methods confirmed only the obvious with no insights into treatment. On the records, classified as incurable.

Advantage: subject has no family or friends. Care is being paid for by the state. The state does demand normal reports on progress. Reports will remain normal and state subject's condition as stable and incurable.

Recent developments: subject moved to Ward 99 as of 2/1/94. Records show floating transfer. Analysis: will be once again lost in the bureaucratic red tape. My personal staff

has begun radical treatment and experimentation. Security clearance: As all things in Ward 99, secret. Only my self and my hand-picked staff allowed."

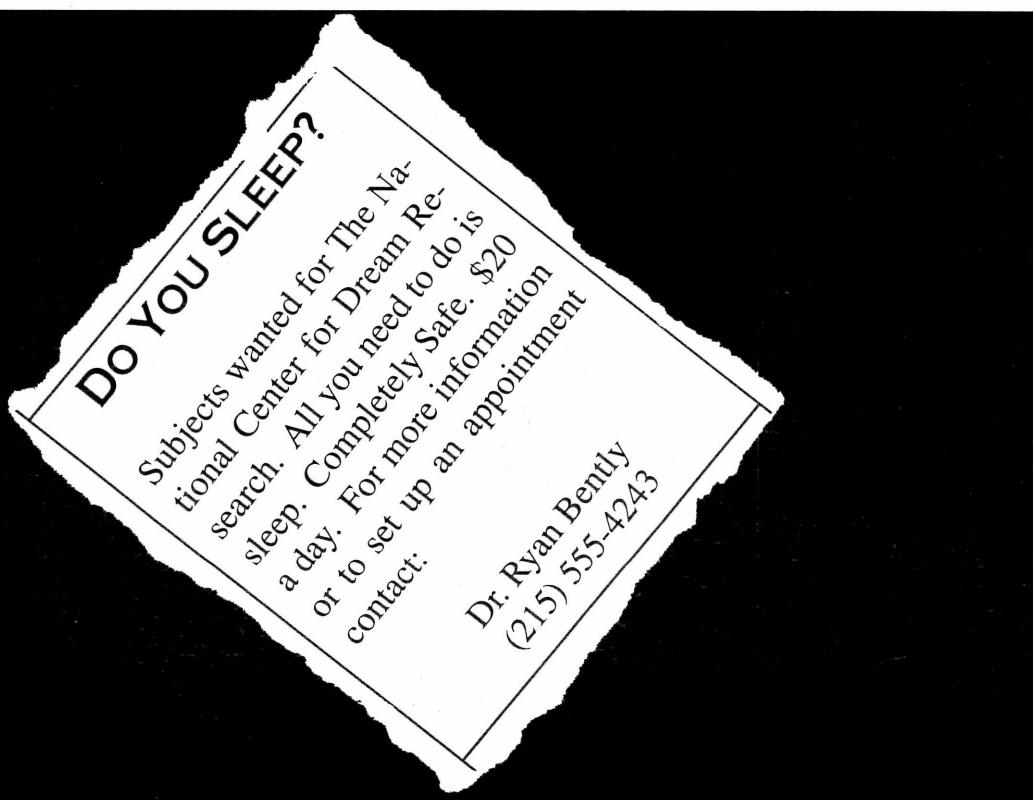
Bently paused again and stretched. He looked back at the file on his desk and rubbed his eyes. Sipping his coffee, he turned again to the recorder.

"Recent experiments have shown nothing surprising. Removal of parts of the cerebral cortex show no change in dreaming patterns, once again disproving the theory that dreams are randomly fired neurons that the cortex organizes into semi-understandable information. This further proves the existence of our dream world. Dreamwalking observation has not shown the interference of the Nightmares, thus the nightmares are most likely natural. Electro-shock therapy has not proven effective.

All previous experiments have proven mostly useless.

My current recommendation is for the termination of the subject. List as accident, find in bureaucratic circular, and perform autopsy personally."

Clicking off the recorder, Dr. Bently placed the paperwork back into the file. He withdrew the keyring from his jacket pocket and opened its bottom drawer. Placing the file and the tape in the bottom, he closed and locked it.



Insanity

The main rulebook for *Shattered Dreams* presented the basic system for sanity and insanity. Here in *Of Sound Mind* we'll expand those rules.

Perhaps one of the most important traits to any player of *Shattered Dreams* is Sanity. Sanity is used to determine both the character's and the Dreamer's state of mind. Here is a table charting the different levels of Sanity:

Sanity Level	Range	Description
Insane	0	Lost touch with reality.
Twisted	1-10	Highly deranged.
Below Average	11-39	Imbalanced, doesn't see the same world.
Average	40-74	The norm.
Above Average	75-94	Well adjusted, good grasp on reality.
Strong Willed	95-100	Grounded in reality, a highly stable person.

The information provided here was found in the book *Psychology* by Wortman and Loftus, McGraw-Hill, Inc.: New York, 1992.

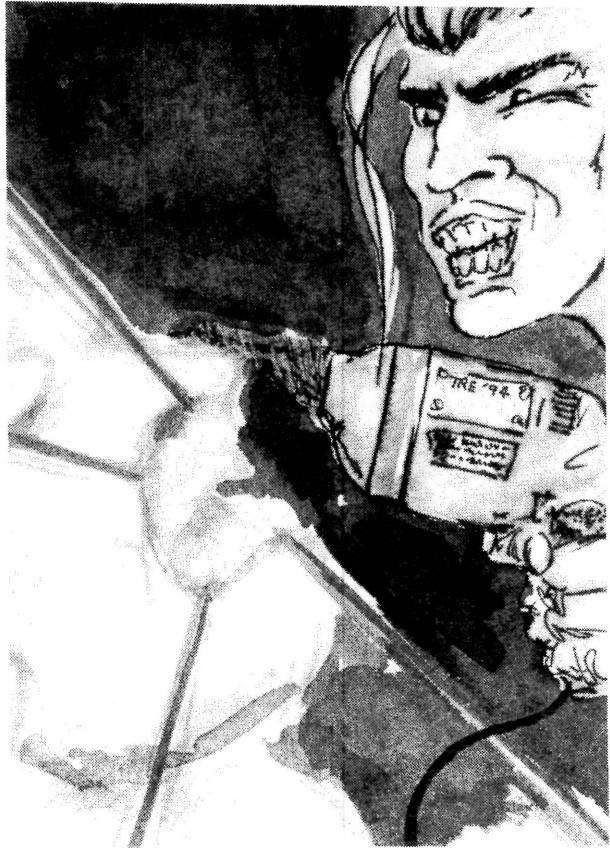
Minds gain permanent insanities at lower levels. Below Average minds have one permanent insanity, Twisted minds have 1d3 permanent insanities, and Insane minds have 1d6 permanent insanities. As a Gamemaster, you should roll 1d6 and consult the following table. Then choose the insanity under that category of psychological disorders that is most appropriate:

Permanent Effects

1. Anxiety Disorders— The individual suffers from emotional distress brought on by feelings of vulnerability, apprehension, or fear. Following are some classifications of anxiety disorders:

- Dependency— The person becomes psychologically dependent upon a substance or a person. People who have overcome addictions have a tendency to remain co-dependent upon a person in their lives.

- Generalized Anxiety Disorder— The individual suffers from a persistent state of apprehension and worry for no good



O
f
S
o
u
d
M
i
n
d

reason. The person's irrational worries become all consuming and he begins to forget or ignore other parts of his life.

- Obsessive or Compulsive Disorder— An obsession is a thought or image that remains continually in a person's thoughts. Obsessions range from violence, to contamination, to a particular person. A compulsion is a repetitive behavior that a person feels compelled to do. Compulsions range from cleaning, to rearranging, to locking doors.

- Panic Disorder— The individual suffers from sudden, inexplicable attacks of intense fear which last from minutes to hours. Roll on the Fear Effects table in *Awake and Alone* whenever the Gamemaster deems that a Panic attack has onset.

- Phobic Disorders— The person becomes deathly afraid of whatever caused the drop to this level of sanity. The person will avoid the stimulus at all costs and may pass out from fear if forced to stay in proximity with it. Phobias are semi-permanent; they can be resolved by seeking professional help.

- Post-Traumatic Stress Disorder— PTSD has been described as a state of anxiety, depression, and numbing that follows severe trauma or catastrophe. Symptoms include tension, insomnia, difficulty in concentration, alienation, and a feeling that life has no meaning. Flashbacks are common. PTSD's onset may be immediate or may be delayed.

2. Somatoform Disorders— The individual suffers from physical disorders brought on by their psychological state. Following are some classifications of Somatoform Disorders:

- Conversion Disorders— The individual actually manifests a true physical disorder because of their stress. Examples include blindness, deafness, loss of use of limbs, paralysis, and loss of speech.

• Hypochondriasis— The individual is constantly afraid of catching an illness or fatal disease. The person constantly checks himself for signs and often creates symptoms to be checked out. A Hypochondriac also tends to disbelieve doctors, trusting that the doctor “just missed it.”

• Minor Physical Disorders— The individual suffers from a lesser form of conversion disorders, such as a eating disorder, sleeping disorder, attention deficit, or hyperactivity.

3. Dissociative Disorders— The individual’s psychological functioning is impaired. Following are some classifications of Dissociative Disorders:

• Multiple Personality Disorder— Part of the person fades and a new part is created to deal with the horrible stimulus. There are now 1d6 extra completely separate and distinct personalities who may or may not know of each other existing within the individual.

• Psychogenic Amnesia— The individual partially or totally forgets past experiences after some trauma or stressful experience. Sometimes the individual suffers from complete amnesia, forgetting nearly everything about his/her life.

• Psychogenic Fugue— The individual suddenly loses his/her identity for a period of time lasting from hours to years. Sometimes the individual simply begins a new life.

4. Mood Disorders— The individual experiences intense and longer lasting periods of specific emotions. Following are some classifications of Mood Disorders:

• Major Depression— The individual experiences episodes of deep sadness and despair. She/he feels a loss of energy, and can have sleeping problems (too much or too little), eating problems (too much or too little), and have a sense of overall worthlessness. She/he often becomes morbid with thoughts of death and suicide.

• Dysthymia— The individual experiences Major Depression in cycles. These episodes can last from months to years at a time, but all go away only to come back again.

• Manic-Depression— The individual alternates between depression and mania. Mania causes exaggerated elation, characterized by hyperactivity, talkativeness, racing thoughts, inflated self-esteem, reckless behavior, and distractibility.

• Cyclothymia— The individual experiences Manic-Depression in cycles. Normal moods appear for about two months at a time.

• Seasonal Affective Disorder— The individual experiences a mood disorder attached to a specific season. Most common is winter depression, followed by summer depression.

• Suicidal Tendencies— The individual becomes preoccupied with thoughts and schemes of how to kill himself/herself.

5. Schizophrenia— A serious psychological disorder that is characterized by four subtypes:

• Catatonic Schizophrenia— The individual suffers from either excessive and possibly violent motor activity, or by a mute, unmoving, stuporous state. Some catatonics alternate between the two.

• Disorganized Schizophrenia— Most common symptoms are frequent or constant incoherent speech, odd affect (such as laughing or crying at random times), and hallucinations and delusions.

• Paranoid Schizophrenia— The individual suffers from delusions of persecution or grandeur, or both. The person trusts no one and thinks that everyone is plotting against him/her.

• Undifferentiated Schizophrenia— The individual suffers from hallucinations, delusions, and incoherence without meeting the criteria for any of the other Schizophrenic types.

6. Personality Disorders— The individual suffers from psychological problems relating to others. Following are some classifications of Personality Disorders:

• Antisocial Disorder— The individual constantly violates the rights of others, along with the inability to form attachments or succeed at a job. Also known as Sociopathy. The Antisocial Disorder normally onsets before the age of 15.

• Avoidant Disorder— The individual suffers from hypersensitivity to rejection, low self-esteem, avoidance of normal relationships despite wanting to engage in them.

• Borderline Disorder— The individual suffers from an instability in behavior, mood, and self-image.

• Dependent Disorder— The individual will not assume responsibility for his/her own life, relies on others to make decisions, and suffers from low self-esteem.

• Histrionic Disorder— The individual suffers from overly reactive behavior, as if acting.

• Megalomania— Similar to the Narcissistic Disorder, the individual suffers from grandiose vision of his/her self-importance, belief in his/her unlimited success, and that everyone else is intrinsically inferior. Also, the megalomaniac refuses to acknowledge his/her own flaws.

• Narcissistic Disorder— The individual suffers from an over inflated view of their own self-importance, a preoccupation with themselves and their own success, and a need to be the center of attention.

• Obsessive-Compulsive Disorder— The individual suffers from an utter adherence with rules, order, organization, detail, and efficiency. She/he also suffers from an inability to express warm emotions or take pleasure in normal activities.

• Paranoid Disorder— The individual suffers from a pervasive suspiciousness and mistrust of others. She/he also becomes oversensitive.

• Passive-Aggressive Disorder— The individual indirectly expresses resistance to demands for adequate performance.

• Rage Disorder— The person now has virtually no patience and flies completely off the hook at anything that bothers him/her. The individual is a time bomb that regularly goes off.

• Schizotypal Disorder— The individual is eccentric in thinking, perception, communication, and/or behavior.

• Schizoid Disorder— The individual suffers from social withdrawal and a lack of emotional relationships.

If you roll a permanent insanity *multiple times* it simply intensifies and takes that many times longer to cure. For example, a double choice of megalomania takes twice as long to cure. The exception is the Multiple Personality Disorder; multiple choices means another 1d6 personalities.

Losing Your Mind

The Sanity score is a track that goes down more than it goes up. There are a great many things that cause a loss of Sanity, and

listed below are guidelines to use for Sanity loss. Accommodate your specific situation within the guides as best fits. As a rule, the players can attempt a roll versus their Sanity attribute to reduce their loss in half.

- 1d4– Serious Injury, Fear
- 1d6– Despair, Blind Hatred, Utter Horror
- 1d8– Individual's Reality Totally Bent
- 1d10– Witness the Death of a Friend
- 1d12– Witness a Massacre or Bloodbath
- 2d12– Witness a Massacre of Loved Ones

Regaining Your Mind

Regaining Sanity is always more difficult than losing it. Use the rules provided in Shattered Dreams on pages 73-74 to regain Sanity. No matter what level of Sanity a person may regain, permanent insanities remain until they seek professional help.

What Can I Do?

Depending upon the disorder, some may or may not be curable.

1. Anxiety Disorders can be cured by drugs and/or counseling.

2. Somatoform Disorders, except for Conversion Disorders, can be cured by drugs and/or counseling. Conversion Disorders are increasingly difficult to cure; most are cured by accident rather than through a co-ordinated treatment plan.

3. Dissociative Disorders are all difficult to cure, but luckily do not make the individual completely socially dysfunctional, with the exception of multiple personalities.

4. Mood Disorders can be cured by drugs and/or counseling.

5. Schizophrenia is very difficult to cure. About one in three cases fully recover.

6. Personality disorders can be cured by drugs and/or counseling.

Getting Committed

Getting committed to a mental institution is easy if the disorder makes the individual obviously socially dysfunctional. Nearly all Schizophrenics are committed.

Playing Insane Characters

Permanent insanity effects add a wonderful bit of roleplaying flavor to characters. Then again maybe they don't. Most of the disorders should be readily roleplayable and don't normally have an effect on the character's Dreamwalking abilities, but some do. Here are the perils of insanity on a Dreamwalker character:

1. Getting Committed– If the character is obviously socially dysfunctional, the powers that be are going to make sure that the character takes a hiatus at the local mental hospital. Getting out can be a hard thing to do.

2. Dreamwalking Dysfunction– The following insanities impair a character's Dreamwalking abilities:

- Panic Disorder– In addition to normal Fear Effects, the Dreamwalker suffers from panic attacks in the dream world too.
- Post-Traumatic Stress Disorder– The flashbacks that are common in PTSD occur in the dream world as well.
- Conversion Disorder– Since the effects of this disorder stem from psychological dysfunction, any physical dysfunction carries over to the dream world.
- Multiple Personality Disorder– The individual's other personalities may not know how to Dreamwalk, or may be Renegades, etc.
- Psychogenic Amnesia– The individual may not remember how to Dreamwalk, or may forget some Aspect Powers, etc.
- Psychogenic Fugue– The individual may lose his/her identity in the dream world too.
- Schizophrenia– Catatonics who suffer from the unmoving type are so withdrawn that they cannot Dreamwalk, and those with exaggerated motor function suffer the same effects in the dream world. All other forms of Schizophrenia severely impair Dreamwalking with their delusions, hallucinations, etc.

Dreamwalker Groups

Presented below are three Dreamwalker groups, or secret societies if you will. They are circles of Dreamwalkers who have banded together for better or for worse to fight the Nightmares as a united front.

What Good Are They?

The Dreamwalker groups help add history and flavor to the world that is Shattered Dreams. They also provide supporting characters that can be added to your campaign.

How Can I Use them?

As a Gamemaster, any of the groups can be easily added to your game. The National Center for Dream Research is in essence a legitimate and public organization that a character can go to for research or be admitted/committed to the connected insane asylum. The Watch can be met in Europe or other places in the world, depending upon the range of their duties. With the influx of Japanese business and culture into the world market, the Eye of the Dragon can be met as well.

The National Center for Dream Research

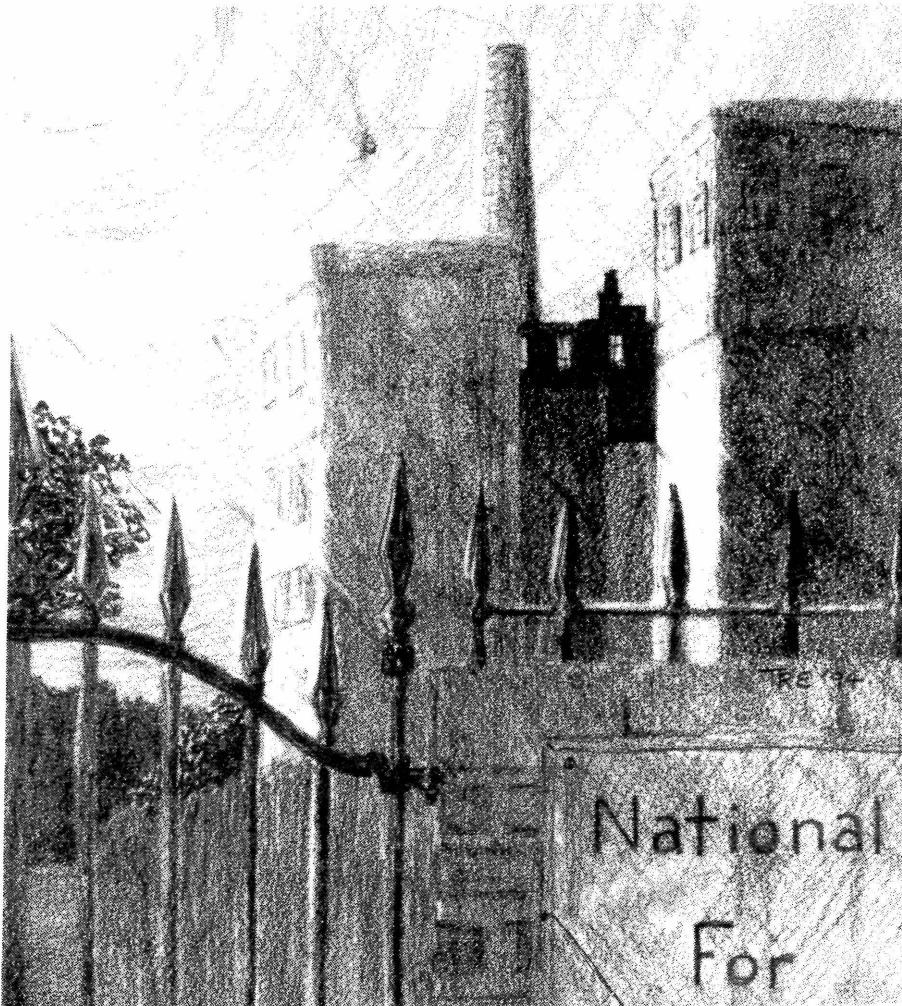
A privately funded organization, the National Center for Dream Research was founded in 1953, just after the discovery and acceptance of REM sleep, by Dr. Matthias Gardner, a wealthy and talented psychiatrist. Located near the John Hopkins University in Pennsylvania, this scientific institution was created to be the authority on dream research and study. Dr. Gardner himself was not a Dreamwalker, and little did he know into what he was getting himself.

Dr. Gardner's research remained calm until December of 1957 when his staff admitted a psychologically disturbed man for study. This man believed that he was responsible for a rash of disappearances and violent murders in his home of Boise, Idaho. Claiming that he knew the truth, the man said that he would kill these people while he sleepwalked. So Dr. Gardner admitted him for observation. The staff hooked him up to the usual monitoring devices and left two junior doctors to monitor the man that night.

Gardner awoke to a phone call at 2:30 am from the Center's security. There was an emergency in his lab; both the fire and security alarms had been sounded. Rushing to the Center, Dr. Gardner arrived just as the fire-fighting and security teams were preparing to enter. He followed them inside. All reports of the chaos that ensued are sketchy at best. Much structural damage had occurred and many staff members had literally been ripped apart. The fire-fighters were just beginning to put out the fires when gunfire erupted from the security team. Gardner ran around the corner behind the security team. Standing in the hallway was a hulking monstrosity holding the half eaten body of a lab assistant. Even under the massive hail of fire that the security team was laying down, the monster continued to lumber down the hallway. It stopped, looked at the team with large, black, unblinking eyes and walked clear through a wall- not walked through as in destroying the wall, but walked through as if it melted through it. Most of the security team scattered screaming in one direction or another. Dr. Gardner could do nothing but stare in abject fear.

A hand touched Dr. Gardner to break his fugue. A man with a mask of determination, Jack Forrester was a subject who had voluntarily submitted himself a month ago. The Doctor remembered Jack as being a very serious man who was a puzzle to the Center, causing strange readings nearly every time he was under observation. He stood now holding a discarded pistol

and asked the Dr. Gardner location of the subject. Not knowing what else to do, he ran with Jack into the Observation Room 3, where the new subject was restrained and asleep. He could hear the chaos from other parts of the Center and the sounds of the thing ripping its way through the rooms. Jack knelt down and looked at the victim. Folding his hands and bowing his head, Jack began to pray. Puzzled, Dr. Gardner went to the door and peered out into the hall. A hideous head slowly came around the corner and looked directly at him. Their eyes locked and it started toward him. The thing's claws and maw were covered with gore and Dr. Gardner tried to turn and run. He couldn't move; the thing had him transfixed. As it came, all he could do was scream for Jack.



No one truly has been able to sort out what happened that night. Reports from all involved and the police investigation that ensued are sketchy at best, claiming a hallucinogenic gas and a madman. Only the verbal story from Dr. Gardner and Jack Forrester remain with any grain of the truth.

After six months of repair and many insurance claims later, the National Center for Dream Research reopened with a new hidden purpose. The newly "educated" Dr. Gardner, with Jack as his advisor, continued dream research as a front. His true purpose was the location of Dreamwalkers and the eradication of the Nightmares. This purpose has always remained secret for the safety of those involved; only a select few know. For if the Nightmares were to discover a haven for Dreamwalkers...

The Center continued to prosper and make progress. The Dreamwalkers associated with it won many victories and new Dreamwalkers were taught how to better use their abilities. Dr. Gardner died of a heart attack in 1972, passing the mantle to one of his prodigies, a young psychiatrist named Dr. Tyrone Jones. Dr. Jones continued Dr. Gardner's research, and with the help of Jack Forrester the Center flourished as both the leading authority on dreams and as a low-key but effective force combatting the Nightmares. That is, until the appearance in 1986 of an arrogant fellow by the name of Dr. Ryan Bently.

A graduate of the University of Minnesota medical school, Ryan Bently was the most intelligent and inventive researcher the Center had ever seen. He quickly rose through the hierarchy of the Center to become Dr. Jones chief assistant. Not only a talented psychiatrist, Dr. Bently was also an experienced Dreamwalker who quickly joined the secret cadre dwelling within the Center. Even though Bently was a genius in his own right, his methods were considered radical by most of the staff. Dr. Jones wrote his conduct off as the eccentricity of a great mind, but most simply wondered how Bently had passed his medical ethics exam. Jack Forrester never liked Dr. Ryan Bently.

Tyrone Jones died in a freak car accident in 1988. Despite the warnings of Jack Forrester, Dr. Ryan Bently became the third head of the National Center for Dream Research. Bently and Jack fought from the day the young doctor took charge. Dr. Bently saw fit to recreate his staff, with Jack Forrester much lower on the totem pole than he'd ever been. Disgusted, Jack Forrester left the Center and struck out on his own. He died mysteriously in his sleep two months later.

Since that time, Dr. Bently has made great advances. He and his staff conduct vigorous research particularly on the



existence of nightmares. The Center's cadre of Dreamwalkers has become stronger than ever and are a staggering force in the dream world. Some are worried that he is surpassing the boundaries that have kept the Center safe for so long. Some believe that Bently is mad. Then there are the rumors of Bently's personal projects...

Regardless, the National Center for Dream Research still stands today, stronger than ever under the leadership of Dr. Ryan Bently.

Ryan Bently, M.D.

Head of the National Center for Dream Research
Conscious Aspect Dreamwalker

Appearance

Dr. Ryan Bently is a thin bespectacled man of 31. The streaks of grey in his neatly combed, shoulder length brown hair are only beginning to show. He is usually found wearing dress slacks, a dress shirt, a tie, his lab coat, and his round glasses. Dr. Bently only seems to have three facial expressions: passively serious, a stare of anger, or a sardonic smile as if there is something going on in his head that you'd rather not know about.

O
f
S
o
u
d
M
i
u
d

Personality

He has always been overconfident (observable) and highly amoral (dominant). Dr. Bently is obsessed with his work and hates unproductivity and leisure time. He also is mildly prejudiced against bureaucrats. "They don't understand science. Maybe if they did, they would devote a little more attention and a lot more money to it."

Fears

Dr. Ryan Bently is mildly afraid of helplessness, mildly afraid of sex, and desperately afraid of uncleanness.

Background

Ryan James Bently was born in 1962 to Gary and Christine Bently, a well to do Washington family. His childhood in Snohomish was relatively uneventful as he spent most of his time studying and reading. Skipping grades in junior high and high school, Ryan started college at the age of 16. After doing his undergraduate work at the private University of Puget Sound, Ryan, fascinated with the human mind, decided that the leading facilities of the University of Minnesota would be where he completed medical school. He had no difficulty gaining acceptance and a rather sizable academic scholarship.

It was there that Ryan Bently's amorality truly came to fruition. He was nearly expelled from the school on the basis of his ethical conduct during his experiments. But being the genius he was, the administration stayed their hand. Furthermore, during this time both of his parents died in a violent burglary of their Snohomish estate, leaving him and his younger brother, Steven, with a large inheritance.

During medical school, Ryan discovered his Dreamwalking abilities. He began to make great headway in research as he delved into the dreams of the mental hospitals patients. There are rumors that during this time he single-handedly drove off Nightmares from the minds of several patients. But no one knows for sure.

The minute he'd completed his internship in 1986, he was deluged with job offers. One particularly caught his eye from the National Center for Dream Research in Pennsylvania. Admittedly the salary was lower than many of the offers, but with his talents and genius he was sure that he would be able to steer the Center to new and ground breaking methods of research. He packed his belongings and left for his interview, and was hired on the spot by the director of the Center, Dr. Tyrone Jones.

Ryan immediately knew that the staff needed some work. Dr. Jones was an idiot and his staff was worse. The only person worthy of respect was a man by the name of Jack Forrester, an old Dreamwalker who had been with the Center for 29 years. But even he was too traditional to get the job done. Bently was soon inducted into the inner circle of the Center and joined the cadre of Dreamwalkers there. Impressed by the size and power of the cadre, in addition to never having met another Dreamwalker, Bently knew that he was a powerful addition to Jack Forrester's group. But seeing Forrester wasn't determined enough or smart enough to get the job done, Ryan proposed that he should become the new leader. From that moment on Jack Forrester and the upstart Ryan Bently never got along.

With the advent of the death of Dr. Jones in 1988, Dr. Ryan Bently seized the opportunity for promotion and became the new head of the National Center for Dream Research. He immediately reworked the staff, adding more competent scientists and began to work to strengthen the cadre in the way that he thought right. Jack Forrester promptly quit and left. Some of the Dreamwalkers involved made winds of leaving to follow Jack, but with his death two months later, the point became moot.

Because of his vigorous research and Dreamwalking, Dr. Ryan Bently's sanity has suffered. Still a fully functional and brilliant man, Ryan Bently does suffer from some psychological disorders. His arrogance has bred full-blown megalomania, his fear of uncleanliness has bred an obsessive-compulsive disorder, and he has become paranoid. Regardless, Dr. Bently leads the most brilliant research center for dreams and nightmares and a powerful group of Dreamwalkers, and remains a respected figure.

Opinions Of The Others

- Dr. Chandra Radcliffe—“An effective and competent doctor. She has to be to be working so closely with me.”
- Alex Onwudiwe—“A young sap who needs to toughen up. He's far too easy to take advantage of.”
- Ethan Selvig—“A man with drive. I like that.”
- Sabrina Valdez—“We needed another Subconscious Aspect Dreamwalker.”

- Dr. Sunder Aurora—“Sunder is a good doctor, a quick learner, and quite possibly the only human being that I call friend.”

Dr. Ryan Bently In The Game

- Attributes— Command 11, Imagination 12, Intellect 14, Perception 7, Sanity 8, Stability 7, Agility 7, Attractiveness 7, Endurance 7, Strength 7
- Derived Attributes— Psyche 22, Shock 18, Health 14, Insight 6, Luck 1d6, Sanity 8
- Skills— Administration 7, Bargain 5, Coerce 9, Debate 7, Interview 6, Leadership 9, Lie 8, Teaching 3, Composition 2, Intrigue 3, Invention (Psychiatric Research) 8, Records 2, Anthropology 4, Bureaucracy 6, Biology 9, Biochemistry 8, Chemistry 8, College Education 10, Computer Use 4, Deduce 7, Doctoral Medicine 10, Drugs 8, Genetics 4, High School Education 8, Hypnosis 4, Language (Latin) 3, Math-Simple 6, Math-Complex 8, Physics 6, Psychology 12, Zoology 5, Alertness 4, Detect Lie 6, Empathy 6, Investigate 10, Cool Under Stress 5, Dream Fighting (Kempo Karate) 5, Real Fighting (Kempo Karate) 3, Dream Dodge 5, Real Dodge 3, Meditation 4, Presence 8, Resist Pain 3
- Aspect Powers— At A Glance 4, Coordinate 6, Mindfight 10, Mold 10, Nightmare Self 6, Transformation 5
- Permanent Insanities— Megalomania Disorder, Obsessive-Compulsive Disorder, Paranoid Disorder

Chandra Radcliffe, M.D.

Chief Assistant to Dr. Ryan Bently
Overconscious Aspect Dreamwalker



Appearance

Dr. Chandra Radcliffe is a gorgeous and athletic woman of 29. She wears her blonde hair short and has large blue eyes.

Chandra always dresses appropriately and always affects a cross as a carry-over from her days as a novice.

Personality

Chandra is a resilient (passive) and highly tolerant (dominant) woman. She is nice to just about everyone and is well-liked. She is very skittish when it comes to dating or relationships. She is particularly skittish if the topic comes to sex as anything other than a scientific discussion of the natural reproductive processes. Chandra is still a very religious woman.

Fears

Chandra is observably afraid of sex.

Background

Chandra Reneé Radcliffe was born the younger of two daughters in 1965 to Laurence and Elizabeth Radcliffe in New York City. Brought up very Catholic, Chandra attended Catholic school throughout her childhood and was always a very good and religious girl. All this combined to make her the prime target for a Likaer at the age of 9. The Likaer showed her things, sexual things, that a girl of 9 should never see. Fortunately, her Dreamwalking abilities manifested themselves and the Likaer left her because she was more trouble than she was worth. This experience has scarred her for life and strengthened her devotion to God.

She repressed her Dreamwalking abilities through junior high and high school. Her natural beauty caused her to be pursued by many men during high school, but after her experience she couldn't bring herself to go out with any one of them.

After graduating from Catholic high school, Chandra decided that she wanted to become a nun. She became a novice and served with the sisters for a full year. During this year of reflecting, she decided that what she really wanted was to help people. Being a nun wasn't going to be enough, so she turned to medicine. So she left the sisters and went off to college. There, she devoted much time for her studies but she took time out to join the college volleyball team. Her naturally athletic build and her determination made her a star player. Furthermore, she became involved with another student named Robert Jenkins. She fell in love with him, but he dumped her after 7 months when he realized that she was never going to "put out." Her heart broken, Chandra never dated again in college.

From there, she went to medical school and became a psychiatrist and began to Dreamwalk avidly. In her attempts to locate other Dreamwalkers, she came across a man named Dr. Ryan Bently. After getting to know him, he arranged a position for her at the National Center for Dream Research in 1991. She immediately became a favorite of the staff and a highly competent addition to the research team, in addition to a powerful addition to the Dreamwalker cadre.

Today, Dr. Chandra Radcliffe is the right hand doctor to Dr. Ryan Bently. She is worried about him, but believes him to

11

be a brilliant and driven man. Amazingly enough, she remains tolerant to his methods when others aren't. It is all for the greater good.

Opinions Of The Others

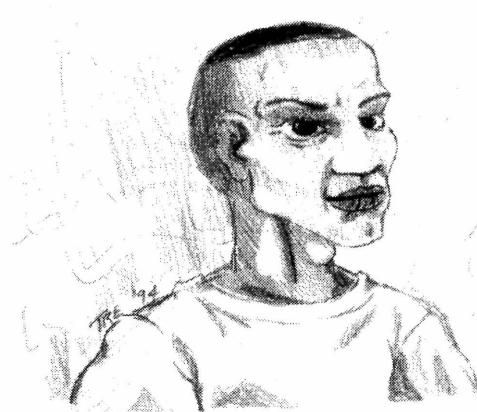
- Dr. Ryan Bently- "He's a genius and I'm glad that I work with him. He does need to be careful not to lose track of our true goal."
- Alex Onwudiwe- "He's a good kid with a good heart."
- Ethan Selvig- "He's had a tough life but has come out ahead. I wish he'd stop looking at me that way, though."
- Sabrina Valdez- "Sabrina is too flighty. We fight a vital fight against a vast enemy, and sometimes I think she only worries about her make-up."
- Dr. Sunder Aurora- "I hate baseball."

Dr. Chandra Radcliffe In The Game

- Attributes- Command 6, Imagination 11, Intellect 10, Perception 7, Sanity 13, Stability 6, Agility 9, Attractiveness 11, Endurance 4, Strength 9
- Derived Attributes- Psyche 29, Shock 14, Health 13, Insight 5, Luck 1d4, Sanity 57
- Skills- Charisma 6, Records 3, Biochemistry 6, Biology 6, Chemistry 6, College Education 8, Computer Use 4, Doctoral Medicine 8, Drugs 6, High School Education 5, Language (Latin) 4, Math-Simple 4, Math-Complex 4, Physics 5, Psychology 9, Tactics 6, Alertness 6, Judge Character 6, Dream Fighting (Boxing) 5, Real Fighting(Boxing) 3, Dream Dodge 4, Real Dodge 2, Meditation 5, Body Shaping (Strength) 4, Body Shaping (Agility) 4, Sports (Volleyball) 8, Personal Hygiene 5
- Aspect Powers- At A Glance 4, Know Thine Enemy 6, Neuron Leap 6, Pierce the Nightmare 8, Psycheleech 9, Transformation 4, Unveil 8

Alex Onwudiwe

Nigerian Foreign Exchange Student
Overconscious Aspect Dreamwalker



Appearance

Alex is a thin and not overly attractive college student from Nigeria. He dresses like the average college student and wears his hair nearly shaved.

Personality

Alex is extroverted (dominant) and very naive (dominant). He likes thrills and has taken a shining to American rap music. He doesn't like his parents and is prejudiced against bigots.

Fears

Alex is deathly afraid of storms.

Background

Born in Nigeria, Africa in 1975 to Iruka and Eziechila Onwudiwe, Alex is the middle of five children. He lived a normal childhood, but never got along with his parents. Applying to the foreign exchange student while in high school, Alex came to the U.S. in 1991. After graduating high school, he applied for a student visa. He got it and has been going to Penn State ever since.

Alex has been doing well at Penn State as a music major. Some of his pieces have been performed by the school band.

Last year, Alex's dreams took a strange turn. He discovered that he could do things in his dreams and that he had the power to control them to an extent. Soon, his dreams began to affect his work. While reading the local paper one morning, an ad caught his eye. A place called the National Center for Dream Research was looking for subjects. These people sounded like just the people to help him with his problem.

Soon after checking in for observation, Alex dreamed that one of the doctors, a Sunder Aurora, was with him. Dr. Aurora invited him to leave his dream and come with him. Alex followed him and was amazed when he left his own dream and entered the Interstices. He has been with the Center ever since.

Opinions Of The Others

- Dr. Ryan Bently—“He frightens me. Ryan is a crazy man, but I am with him because he knows what he's doing.”
- Dr. Chandra Radcliffe—“A good woman. I like her; she cares.”
- Ethan Selvig—“He's a good guy who needs to stop trying to make me stop listening to rap.”
- Sabrina Valdez—“She needs to stop picking on me.”
- Dr. Sunder Aurora—“He is my friend.”

Alex Onwudiwe In The Game

- Attributes—Command 4, Imagination 8, Intellect 5, Perception 5, Sanity 13, Stability 14, Agility 9, Attractiveness 4, Endurance 11, Strength 9
- Derived Attributes—Psyche 26, Shock 28, Health 20, Insight 3, Luck 1d2, Sanity 52

- Skills—Composition 8, Music (Keyboards) 8, Music (Drums) 8, Records 3, Singing 7, College Education 4, Computer Use 5, High School Education 5, History 3, Language (English) 4, Math-Simple 4, Alertness 4, Ambush 4, Dream Fighting (Wrestling) 4, Real Fighting (Wrestling) 4, Dream Dodge 3, Real Dodge 3, Meditation 4

- Aspect Powers—At A Glance 2, Banish 8, Pierce the Nightmare 4, Transformation 4

Ethan Selvig

Industrial Artist and Musician
Subconscious Aspect Dreamwalker

O
f
g
o
n
d
M
i
n
d

**Appearance**

Ethan is a typical leather clad Industrial punk. He has long black hair which varies from wild to neatly combed, a double pierced left ear, is solidly built, and is not a bad looking guy.

Personality

Ethan is crazy (dominant) and driven (dominant). He has that sort of “fuck you” attitude. People worry about him sometimes; he's not insane, just crazy. His weak spot is that he really likes women. Ethan really hates pompousness and thinks that old, traditional, and fat people are weak.

Fears

Ethan is deathly afraid of getting old.

Background

Ethan Selvig was born in 1973 and was immediately set on the doorstep of the local orphanage with his name pinned to his proverbial basket. Most likely the illegitimate son of a teenage girl, Ethan never cared that he didn't have parents and was content instead to raise hell at the orphanage, never gaining adoption.

When Ethan was just 6, he was the victim of a Vacyge attack. The nightmares he was having turned him into a shell of a human being. Luckily, before he died because of his physical deterioration, Dreamwalkers found him and drove the Vacyge away. The leaders of the Dreamwalkers, Dr. Tyrone Jones and Jack Forrester, immediately drove out to the orphanage and had him released into the care of the National Center for Dream Research. Since then he has been raised as kind of the "child of science," technically released into the care of Dr. Jones as his guardian. Furthermore, Jack Forrester forged him into a fighter of the first rate.

Ethan was broken up over the death of Dr. Jones in 1988, but was old enough to set out on his own and has been ever since. With the death of Jack Forrester, whom Ethan treated like his uncle, he became a darker and more morbid individual. Despite early reservations about Dr. Bently, Ethan has accepted him as the new leader of the Center.

Ethan has always had a passion for music, and with the advent of synthesizers and computer generated music he found his calling. He graduated from high school and entered his own "school of hard knocks" for music. His one man industrial/techno band, Faith, has been doing the local club scene since 1991 and finally cut a self-titled album on an independent label in late 1993. He also contributes art to local clubs and small galleries.

The backbone of the heavy hitters at the Center, Ethan continues to stay with the cadre even through his blossoming career.

Opinions Of The Others

- Dr. Ryan Bently- "The dude's crazier than I am!"
- Dr. Chandra Radcliffe- "She's amazing. A woman with a body like that could never have been a nun. That's got to be a vicious rumor. And she's intelligent, too. I want her."
- Alex Onwudiwe- "Killer, another musician. He's got to stop listening to rap. Rot your brain."
- Sabrina Valdez- "We kick ass together. Last check Sabrina is the only attractive woman I know that I don't hit on."
- Dr. Sunder Aurora- "Sunder's too cautious. He needs to just go with it once."

Ethan Selvig In The Game

- Attributes- Command 8, Imagination 10, Intellect 7, Perception 6, Sanity 7, Stability 13, Agility 9, Attractiveness 7, Endurance 7, Strength 8.
- Derived Attributes- Psyche 21, Shock 28, Health 15, Insights 5, Luck 1d8, Sanity 57
- Skills- Charisma 4, Fast Talk 4, Art (Drawing) 8, Art (Painting) 8, Art (Sculpting) 6, Composition 8, Music (Synthesizers) 7, Singing 5, Computer Use 4, High School Education 4, Math-Simple 3, Alertness 6, Finding 4, Cool Under Stress 5, Dream Fighting (Martial Arts) 10, Real Fighting (Martial Arts) 5, Dream Dodge 8, Real Dodge 4, Dream Hide 6, Real Hide 3, Dream Stealth 6, Real Stealth 3, Dream Handguns 6, Real

13 Handguns 3, Lockpick 4, Body Shaping (Attractiveness) 5, Presence 6, Fashion 4, Seduction 6, Metalworking 6

- Aspect Powers- Anonymous 5, At A Glance 4, Frenzy 8, Retribution 8, Transformation 7, Without Fear 5

Sabrina Valdez

Painter

Subconscious Aspect Dreamwalker



O
f
g
o
u
n
d
M
i
n
d

Appearance

Sabrina is an attractive young Hispanic woman of 24 who dresses like the young professional artist that she is. She has long black hair and usually wears a variety of jewelry.

Personality

Sabrina is an unmitigated smart alec (dominant) and highly vain (active). She likes her money and dislikes her family. Sabrina has always considered men inferior, but is a flirt.

Fears

Sabrina is mildly afraid of crowds and heights.

Background

Sabrina Valdez was born in 1970 to Bartolo and Jan Valdez in Los Angeles, California. Her family was never rich and Sabrina's vanity never could take it. Carlos, her older brother, always thought her spoiled and inconsiderate. Because of her attitude, they always fought.

Her childhood remained uneventful. During her high school years Sabrina discovered two things: that she had a talent for drawing and painting and that she could Dreamwalk. Not knowing what else to do, she used her Dreamwalking to gain inspiration for her art. Her teachers regarded her art as too strange to be acceptable and constantly denounced her art. Regardless, Sabrina continued to paint and study art on her own.

Having nothing she cared for in Los Angeles, Sabrina packed up everything she had and left for New York City when she graduated high school. Between her talent and her strange surrealistic style, Sabrina soon gained some notoriety in some of the smaller New York galleries. Within two years, Sabrina became a known and, best of all, paid artist. Her fame and bank account have only grown from there.

Sabrina came into contact with the National Center for Dream Research in 1992 through another young aspiring artist and musician at a show. Ethan Selvig had come to New York to talk to some of the record companies and had decided to come to the show. Sabrina saw him eyeing one of the paintings and asked him what he thought of it. He looked at her, smiled, and told her that it looked like something out of one of his dreams. They began to talk about dreams from there. After many cups of coffee after the show, they finally came to the topic of Dreamwalking and Sabrina has been associated with the Center ever since.

Although now a straight laced individual, Sabrina has been in trouble. In high school, she was arrested at a party for possession of cocaine. Her lawyer managed to bargain her sentence down to parole since she was still a minor. It has been erased from her record since she turned of age.

Sabrina still lives in New York, but is one of the members of the Center's Dreamwalker cadre. Her and Ethan Selvig still remain good friends.

Opinions Of The Others

- Dr. Ryan Bently— “He needs to loosen up a little. I realize there is a lot on his shoulders, but that’s all the more reason.”
- Dr. Chandra Radcliffe— “Men are pigs, yes. But they have their uses and Chandra needs to learn this.”
- Alex Onwudiwe— “Oh, Alex. You’re so cool! Not!”
- Ethan Selvig— “I think he’s the only man I don’t consider a pig.”
- Dr. Sunder Aurora— “Okay, maybe there are two.”

Sabrina Valdez In The Game

- Attributes—Command 12, Imagination 8, Intellect 6, Perception 13, Sanity 10, Stability 10, Agility 7, Attractiveness 9, Endurance 10, Strength 6
- Derived Attributes—Psyche 18, Shock 20, Health 16, Insight 3, Luck 1d6, Sanity 60
- Skills—Social Chameleon 4, Art (Drawing) 8, Art (Painting) 9, High School Education 4, Alertness 5, Current Events 4, Empathy 4, Cool Under Stress 3, Dream Fighting (Streetfighting) 8, Real Fighting (Streetfighting) 4, Dream Dodge 8, Real Dodge 4, Dream Acrobatics 8, Real Acrobatics 4, Meditation 4, Dance 4, Fashion 5, Personal Hygiene 5, Seduction 5, Body Shaping (Attractiveness) 5
- Aspect Powers—A Warm Place 2, Anonymous 3, At A Glance 2, Mimic 7, Soul Blast 5, The Wild 3

Sunder Aurora, M.D.

Intern at the National Center for Dream Research
Conscious Aspect Dreamwalker



O
f
g
o
u
n
d
M
i
n
d

Appearance

Sunder Aurora is a nationalized East Indian. He is of broad build and has short black hair. Sunder likes to wear baseball hats and jerseys when he's not in his lab coat.

Personality

Sunder is a highly respectable (dominant) and slight overcautious (passive) man. He loves baseball is a firm believer in self-actualization and personal well-being. On the other hand, he dislikes stupidity and is observably prejudiced against thrillseekers, as they threaten their own well-being.

Fears

Sunder is mildly afraid of birds. He thinks they are harbingers of doom.

Background

Sunder Aurora was born in 1968 to Rama and Devika Aurora in Dallas, Texas. Sunder had a good childhood and learned about baseball from his dad. They would trek to see Rangers games whenever they could. He was a happy child.

Sunder's parents, both doctors, decided to go to Africa on a research and relief trip when he was 8. Sunder and his older sister Durga were sent to stay with their uncle Mani in Philadelphia. His parents were never heard from again, and both children suffered molestation at the hands of their uncle. A year later, they ran away to their Grandmothers in Orlando and never turned back. Through psychological counseling, Sunder was able to overcome the trauma caused by these events.

Completing high school, Sunder went on to get his medical degree at Penn State. Fascinated by the name, Sunder chose the National Center for Dream Research as his place of residency.

Accepted by Dr. Bently, Sunder has risen quickly through the

ranks. Since his arrival, Sunder has learned to Dreamwalk through instruction by Dr. Bently and his assistants.

Sunder has gone through other changes in the last couple of years. For one, he acquired a habit of betting on sports games. He has recently quit, but still has a sizable debt to pay off. Another is that he has changed religions from being formerly Hindu to Muslim. Sunder has decided not to change his name in lieu of his new faith.

For some strange reason, Ryan Bently and Sunder get along very well. Ryan sometimes needs someone to talk to and Sunder won't judge him. They learn a lot from each other. He is also good friends with Alex Onwudiwe and Sabrina Valdez.

Opinions Of The Others

- Dr. Ryan Bently—“One would say that Ryan Bently is a brilliant man. One would say that Ryan Bently is a dedicated man. One would not say that Ryan Bently is a moral man.”
- Dr. Chandra Radcliffe—“A fine doctor and a fine woman. But she hates baseball.”
- Alex Onwudiwe—“He needs friends. I am one.”
- Ethan Selvig—“Ethan is a powerful Dreamwalker, but is far too wild for me.”
- Sabrina Valdez—“Sabrina is a beautiful and talented woman. She is also one of my closest friends. Try not to take her comments too seriously.”

Dr. Sunder Aurora In The Game

- Attributes—Command 10, Imagination 5, Intellect 9, Perception 7, Sanity 5, Stability 11, Agility 10, Attractiveness 8, Endurance 7, Strength 8
- Derived Attributes—Psyche 18, Shock 22, Health 15, Insights 3, Luck 1d6, Sanity 62
- Skills—Camaraderie 4, Leadership 3, Biochemistry 5, Biology 5, Chemistry 5, College Education 7, Computer Use 4, Deduce 4, Doctoral Medicine 8, Physics 4, Psychology 7, Math-Simple 4, Math-Complex 4, Radiation Tech 5, Useless Trivia (Baseball) 5, Dream Fighting (Boxing) 4, Real Fighting (Boxing) 2, Dream Dodge 4, Real Dodge 2, Meditation 3
- Aspect Powers—At A Glance 3, Know the Unreal 2, Neuron Leap 3, Reality Check 4, Transformation 4

The Watch

1521 A.D. Martin Luther is officially excommunicated from the Roman Catholic Church in Germany. The rest of Europe was seeing the beginning of other reformations everywhere. It was during this time of unrest that the organization known as The Watch was formed.

The Watch is an organization of Dreamwalkers founded by the German Hans Brauer and the Italian Francesca Alleghiri. Their goal was to create a consolidated group that would protect

what was to them the civilized world from the horrors of the Nightmares. By 1532 they had plumbed the dream world to locate willing and able Dreamwalkers. The Watch began to earnestly pursue their self-imposed duties with a force of nine.

Continuing their fight, The Watch was an impressive force until 1764. Unbeknownst to the whole, one of their members, an Englishman named Christian Lancaster, had been secretly attacked by the Vacyge. His mind destroyed, Christian was now a Grounded Vacyge who led The Watch into a death trap. All died save one, Bianca Stoltz.

Escaping from Christian and the Vacyge force, Bianca went into hiding. The week after the attack, she went into the dream world each night and searched for another Dreamwalker. Finally she was rewarded. Bianca found a young Dreamwalker named Miguel Aragon, whose powers had just come to ascendency. She quickly told him the legacy of The Watch and that he must continue the fight. Before Miguel could ask any questions and before the Vacyge could find her, Bianca woke up. To preserve any future that The Watch might have, Bianca poisoned herself.

Unprepared and confused, Miguel Aragon went about the task of rebuilding The Watch. The Watch officially went back to its duties in 1769, with new blood and wet ears. Amazingly, it survived.

The Watch has been involved in many important events in Europe and England. But through their success shows a monumental black mark: Hitler. If The Watch had been better prepared, Adolph Hitler would not have lost his mind to the Vacyge and committed the atrocities he did. The members of The Watch will forever look at World War II with shame.

Another member whose progress was looked upon with shame is a Prussian philosopher named Friedrich Nietzsche. His renegade lifestyle, abilities, and experiences bred such notable writings as “That which does not kill us makes us stronger,” “God is dead,” and the existence of the Übermensch. Needless to say, it wasn't syphilis that drove him insane...

Membership in The Watch has been long and highly varied. Two other important people bear recognition in association with them. The first is a Viennese psychologist whose research and writings first brought together the topics of dreams and psychoanalysis. Sigmund Freud, for all he may be looked down upon in modern psychology, was one of the more distinguished members of The Watch. The other is Carl Jung, the psychologist who first proposed a sort of “universal mind.” Not known to be a Dreamwalker, Jung is the first scientist in recorded history to accurately propose the universal subconscious.

Today, The Watch still exists and flourishes. Its new members comprise nationalities from all over Europe and England, and they are as competent and as diligent as any watch has ever been.

Alexandrei Valescu

Romanian Farmer
Leader of The Watch
Overconscious Aspect Dreamwalker

Appearance

Alexandrei is a stern faced, solidly built man of 53. He has short cropped grey hair and wears glasses. Even for his age, Alexandrei has kept the attractive looks of his youth.

Personality

Alexandrei is a grim (dominant), yet confident (active) man. He cares deeply about his family. Having lived most of his life under oppressive rule, Alexandrei hated anything resembling oppression or dictatorship. He also dislikes those who are self-conscious, for he has learned that there are more important things that worrying about yourself.

Fears

Alexandrei is mildly afraid of death.

Background

Alexandrei was born in 1941 on a small farm north of Bucharest, Romania during the second World War. Growing up under the hand of Communism was not an easy task, especially after his father died in a farm accident leaving him to care for his mother and his younger brother.

Alexandrei first discovered his Dreamwalking abilities when his dreams were accidentally entered by a man named Piotr Stanislovsky, the former leader of The Watch. From then on, Alexandrei was groomed by Piotr to be the next leader of The Watch, a role he assumed rightfully in 1968 at the death of Piotr Stanislovsky.

Currently married with two boys, Alexandrei Valescu still farms the same land. He has seen a great many things in his long life, not the least of which is the fall of the Iron Curtain. As the leader of The Watch, he maintains a long standing tradition and directs a powerful force fighting for humanity.

Opinions Of The Others

- Winter Van Leewenhoek—“We have a lot in common. We are both no longer young and both love our families in a fight where families are something better left out.”
- Dieter Entgagen—“When Dieter is not worrying about his hair he is a good friend and a powerful Dreamwalker.”
- Nikita Shimek—“It is good to have someone who shines a little light in the dark.”
- Ashley Windham—“Her hate is fuel.”
- Antonio Giovanini—“I don’t understand Antonio.”
- Natasha Meier—“As a Dreamwalker, she is invaluable. As a girl, she needs a spanking.”

Alexandrei Valescu In The Game

- Attributes—Command 10, Imagination 11, Intellect 7, Perception 3, Sanity 13, Stability 10, Agility 4, Attractiveness

16

10, Endurance 10, Strength 11

- Derived Attributes—Psyche 28, Shock 24, Health 21, Insight 5, Luck 1d4, Sanity 84

- Skills—Bargain 4, Leadership 8, cooking 12, Intrigue 7, Invention (Cooking) 8, Agriculture 10, Computer Use 3, First Aid 7, High School Education 3, History 7, Pilot (Farm Machinery) 5, Nightsight 3, Track 7, Trap 7, Cool Under Stress 10, Dream Fighting (Wrestling) 5, Real Fighting (Wrestling) 3, Dream Dodge 5, Real Dodge 3, Meditation 7, Real Weapons (Longarms) 7, Carpentry 6, Outdoor Survival 8, Resist Pain 10

- Aspect Powers—At A Glance 4, Closer 4, Know Thine Enemy 6, Pierce the Nightmare 7, Sanity Wall 4, Transformation 5, Voice of Command 7

Winter Van Leewenhoek

Belgian Businesswoman
Second-in-Command of The Watch
Conscious Aspect Dreamwalker

0

f

u

u

u

i

u

d

d

d

Appearance

Winter Van Leewenhoek is a large woman of 45. Her blonde hair is colored not to show grey. Winter dresses like a businesswoman.

Personality

Winter is very introverted (dominant) and is religious (passive). She loves her husband and will do anything for him. Pompousness turns her off, and she is mildly prejudiced against the Germans. “Soon, the swastika will end up flying over Deutschland again.”

Fears

Winter is mildly afraid of insanity.

Background

Winter Van Leewenhoek was born to a wealthy Belgian trading family in 1949. Because of this, she was kidnaped at the age of three and held for ransom. With the help of a lot of money and good police work, she escaped unscathed and was too young to remember the experience. From then on, she was always close to her family.

At the age of 28, she took over the helm of her father’s company. Three years later she was happily married. And one year after her marriage, the Kaies came knocking.

The Watch came to Winter’s rescue and drove the Kaies off. Her Dreamwalking abilities now evident, Winter joined The Watch. Winter still is a linchpin within the organization.

Opinions Of The Others

- Alexandrei Valescu—“A man truly worthy of respect. He lives life to the best of the abilities God gave him.”
- Dieter Entgagen—“Dieter is a good person, but I do not

16

Personality

Dieter is extremely vain (dominant) and extroverted (dominant). He likes thrills of all sorts and enjoys the night life. He cannot understand or condone hatred, but still is angry with the Russians for what they did to Berlin.

Fears

Dieter is mildly afraid of entrapment and disease.

Background

Born in 1966 on the free side of the wall, Dieter was born the only child of Fritz and Evi Entgagen. His mother died in childbirth, leaving him to be raised by his father.

Dieter met Alexandrei Valescu as a young child. His Dreamwalking abilities already apparent, what was then The Watch entered the young Dieter's dreams and took him under their wing.

Today, Dieter is a DJ at the Tresor Club in Berlin. Even with a good job, Dieter remains broke because of his alimony payments. After his divorce, Dieter became an agnostic. Regardless, he continues to fight the Nightmares with The Watch and is an integral part of the group. His love life is looking up again as well; he is currently in a relationship with Natasha Meier.

Dieter Entgagen hides some of his ancestry. His grandfather, Heinrich Entgagen, was a Dreamwalker with a special secret force during World War II known as the Überbrigade...

O
f
s
o
u
n
d
M
i
n
d

Opinions Of The Others

- Alexandrei Valescu—“I have nothing but the utmost respect for the old man, but he needs to get out more now that the Iron Curtain has fallen.”
- Winter Van Leewenhoek—“Please stop talking to me about God. Talk to my ex-wife about God.”
- Nikita Shimek—“Nikita’s cool.”
- Ashley Windham—“I like the films she’s worked on, I work with her to keep The Watch, but don’t ask me to carry on a conversation with her.”
- Antonio Giovanini—“The man is a wiz with the computer and a good Dreamwalker, but he needs to stop hitting on me.”
- Natasha Meier—“Aaah, le femme fatale.”

Dieter Entgagen In The Game

• Attributes—Command 8, Imagination 9, Intellect 7, Perception 10, Sanity 9, Stability 10, Agility 11, Attractiveness 10, Endurance 5, Strength 8

• Derived Attributes—Psyche 22, Shock 20, Health 13, Insight 4, Luck 1d2, Sanity 62

• Skills—Charisma 6, Speech 4, Composition 4, Music (Keyboards) 6, Records 5, Computer Use 6, Computer Programming 4, Electronics 6, High School Education 4, Language (English) 4, Math-Simple 4, Streetwise 6, Useless Trivia (Music) 8, Alertness 8, Empathy 6, Investigate 4, Cool Under Stress 4, Dream



Appearance

Dieter is a good looking man of 28. His black hair is long in the front and on the sides, but layered short in the back. Dieter usually wears it slicked back with just a strand hanging over his face. Black being his favorite color, his wiry frame is usually found in a monochromatic outfit.

Winter Van Leewenhoek In The Game

- Attributes—Command 10, Imagination 10, Intellect 9, Perception 9, Sanity 11, Stability 11, Agility 6, Attractiveness 4, Endurance 6, Strength 4
- Derived Attributes—Psyche 26, Shock 22, Health 10, Insight 5, Luck 1d6, Sanity 79
- Skills—Administration 6, Bargain 7, Diplomacy 5, Interview 4, Leadership 6, Speech 4, Advertising 6, Composition 5, Records 4, Bureaucracy 8, Business 10, college Education 6, Communication (Direct Mailing) 4, Computer Use 4, Finance 7, High School Education 5, Language (English) 5, Math-Simple 4, Stock Market 5, Alertness 5, Detect Lie 8, Investigate 5, Judge Character 8, Cool Under Stress 4, Meditation 4
- Aspect Powers—At A Glance 4, Coordination 7, Mindfight 11, Reality Check 5, Transformation 4

Dieter Entgagen

DJ at Tresor Club, Berlin
Subconscious Aspect Dreamwalker

Fighting (Martial Arts) 8, Real Fighting (Martial Arts) 4, Dream Dodge 8, Real Dodge 4, Meditation 6, Fashion 5

- Aspect Powers— Anonymous 5, At A Glance 4, Fortune 6, Mimic 8, The Wild 6, Transformation 3

Nikita Shimek

French Nursing Student
Subconscious Aspect Dreamwalker

Appearance

Nikita is a dainty girl with blue eyes and long brown hair. She usually has a ponytail and wears whatever is most comfortable.

Personality

Nikita is nauseatingly optimistic (dominant) as well as being slightly overconfident (passive). She doesn't get along with her family and is prejudiced against the rich.

Fears

Nikita is mildly afraid of insects and desperately afraid of heights.

Background

Nikita was born in 1975 in Toulouse, France. She has hated her family all her life, and left home as soon as the opportunity for college arose.

Going to Paris for nurses training, Nikita finally had the chance to be free of her family. She began to have unusual dreams in which she could do incredible things. Never really able to remember her dreams, Nikita found these to be particularly disturbing. To top it off, one night she ejected herself from her own dream into someone else's. Nikita soon learned to control her power through trial and error. And as fate would have it, she met The Watch.

Today, Nikita is still a nursing student in Paris. Also a Dreamwalker with The Watch, her power and skill continue to grow.

Opinions Of The Others

- Alexandrei Valescu—“Alexandrei is like a second father to me.”
- Winter Van Leewenhoek—“Winter is like an aunt to me.”
- Dieter Entgagen—“We have fun, Dieter and I. I wish that he'd look at me as someone other than just fun to be around and someone he Dreamwalks with...”
- Ashley Windham—“I keep trying to get her look on the bright side.”
- Antonio Giovanini—“I'll never have to worry about my grades as long as Sir Hacker is around.”
- Natasha Meier—“I don't know what possesses Tasha to do the things she does, but we are sisters regardless.”

Nikita Shimek In The Game

- Attributes— Command 10, Imagination 9, Intellect 12,

Perception 10, Sanity 5, Stability 15, Agility 12, Attractiveness 7, Endurance 8, Strength 6

- Derived Attributes— Psyche 25, Shock 34, Health 14, Insight 3, Luck 1d4, Sanity 53

• Skills— Coerce 4, Fortune (Palm Reading) 5, Biology 3, Chemistry 3, College Education 4, Computer Use 3, Drugs 3, Language (German) 3, Math-Simple 3, Medic 6, Occult 4, Alertness 6, Detect Lie 4, Cool Under Stress 4, Dream Fighting (Kickboxing) 10, Real Fighting (Kickboxing) 5, Dream Dodge 10, Real Dodge 5, Dream Stealth 6, Meditation 4, Body Shaping (Agility) 5, Dance 6, Real Acrobatics 8, Dream Acrobatics 4, Personal Hygiene 5, Resist Pain 5

- Aspect Powers— At A Glance 2, Frenzy 7, Soul Blast 5, Transformation 5, Without Fear 4

Ashley Windham

British Film Producer
Overconscious Aspect Dreamwalker



Appearance

Ashley is a good looking, green eyed, long haired redhead. She dresses like an artsy film producer.

Personality

Ashley is an intolerant (active) and very hateful (dominant) woman. Bitch is a word used frequently to describe her. Her fiery temper is not hard to ignite. She likes men on the whole, but dislikes pomposity and her family. Ashley will try to have nothing to do with anyone who is lazy.

Fears

Ashley is mildly afraid of sharp objects, after cutting herself badly with a kitchen knife as a child.

Background

Ashley comes from a big family. Born in 1958, she has two older sisters, one older brother, and two younger brothers. With her father dying when she was three, her mother didn't have the time or resources to raise the children properly. Ashley was one of the children who fell through the cracks.

She went away to a boarding school as soon as she reached high school age. She was a reclusive child who spent as much time at the movie theater as possible. By sixteen she had decided to become a film maker. Pursuing her goals, Ashley entered into film making and has many movies to her name in Europe. One of her most acclaimed films was 240 Hours, a movie about a man's decent into insanity through sleep deprivation.

Ashley learned to Dreamwalk after she was rescued by Alexandrei Valescu as a child. Neither Alexandrei or Ashley will talk about it and the others involved are all now dead. Her Dreamwalking abilities have blossomed since then.

Her hatefulness is the culmination of many different experiences. It is a combination of her home life, her experience with nightmares, and her horrible track record in love. Relationships have never worked out for Ashley, with at least three horrible and self-destructive ones to her name. She is currently in love with an actor named Johnathan Langworthy, but is keeping him at arms length, convinced that it will never work.

Opinions Of The Others

- Alexandrei Valescu— “A man whose had a hard life. I can respect that.”
- Winter Van Leewenhoek— “Whose God are we talking about here?”
- Dieter Entgagen— “I like his beat. I give it a 10 and I can dance to it. Grow up.”
- Nikita Shimek— “Youthful naivete must be nice.”
- Antonio Giovanini— “I won’t say anything because he can shut down my bank account at any time.”
- Natasha Meier— “Little rich girl plays bad. On the other hand, as a Dreamwalker she doesn’t need to play.”

Ashley Windham In The Game

- Attributes— Command 7, Imagination 9, Intellect 7, Perception 9, Sanity 12, Stability 10, Agility 6, Attractiveness 9, Endurance 6, Strength 6
- Derived Attributes— Psyche 26, Shock 20, Health 12, Insight 3, Luck 1d4, Sanity 85
- Skills— Administration 3, Social Chameleon 6, Art (Film) 10, Composition 6, Invention (Film Art) 10, Business 4, College Education 5, Computer Use 10, Electronics 4, High School Education 4, Language (French) 4, Useless Trivia (Films) 6, Empathy 6, Photography (Film) 12, Dream Dodge 4, Real Dodge 2, Meditation 3, Fashion 6, Personal Hygiene 6
- Aspect Powers— At A Glance 2, Banish 4, Neuron Leap 4,

Antonio Giovanini

Italian Server and Hacker
Conscious Aspect Dreamwalker

Appearance

Antonio is a swarthy Sicilian of 32 with short black hair. He dresses well and is a little overweight.

Personality

Antonio is cocky (active) and an unmitigated prankster (dominant). A thrillseeker at heart, he doesn’t like his family. Antonio is a chivalrous man, but only because he believes women to be weak.

Fears

Antonio is mildly afraid of water.

Background

Antonio Giovanini was born in 1962 the only child of Vincenzo and Luisa Giovanini in Naples, Italy. A car accident left him an orphan at the age of eight to be raised by his Grandma Giovanini. To compensate for his grief, he tore into his studies heavily.

Finally coming out of his shell in high school, Antonio began to date. By 18, he had fallen in love with a girl named Carla. Unfortunately, Carla was unstable and committed suicide in a fit of depression a year later.

Again, Antonio immersed himself in his studies as an escape. His studies turned to computers, and he began to study the computer underground. For the next five years, he officially worked as a formal waiter while learning the new art of “hacking” from other contacts he’d made. When he finally emerged again in 1986, a different Antonio existed. He had come to many conclusions while he had withdrawn. First, he had spent far too much of his life brooding and he was going to enjoy life to its fullest. Second, he was an excellent hacker and was going to continue to hack as his underground profession. Third, he had realized that he was, in fact, homosexual.

Dreamwalking didn’t become a reality for Antonio until 1992, when his abilities began to come into the forefront. Strangely enough, he was happened upon by The Watch and joined without hesitation. He believes that everyone should have the opportunity to live life without being plagued by malevolence.

Opinions Of The Others

- Alexandrei Valescu— “Yes, I’m gay. I promise it won’t effect my work.”
- Winter Van Leewenhoek— “I can always make her laugh. I like that.”
- Dieter Entgagen— “He’s too cute to be straight.”
- Nikita Shimek— “Hi, sis. How was school today?”
- Ashley Windham— “Who?”

- Natasha Meier- "She amazes me. Very promising for a woman."

Antonio Giovanini In The Game

- Attributes—Command 12, Imagination 8, Intellect 9, Perception 7, Sanity 6, Stability 8, Agility 7, Attractiveness 6, Endurance 9, Strength 10
- Derived Attributes—Psyche 22, Shock 16, Health 19, Insight 3, Luck 1d8, Sanity 69
- Skills—Camaraderie 4, Social Chameleon 4, Comedy 4, Communications (Phones) 10, Computer Use 12, Computer Programming 12, Computer Diagnostics/Repair 8, College Education 5, Etiquette 4, High School Education 3, Language (English) 8, Language (Japanese) 6, Math-Simple 4, Math-Complex 5, Security 10, Streetwise 6, Alertness 5, Espionage 4, Cool Under Stress 4, Dream Dodge 4, Real Dodge 4, Meditation 3
- Aspect Powers—At A Glance 4, Know the Unreal 3, Mold 4, Probability 7, Rethink 6

Natasha Meier

German Idle Rich
Subconscious Aspect Dreamwalker



Appearance

Natasha is a young attractive rich girl and she looks it. She has long black hair and slightly turned up, mischievous brown eyes.

Personality

Natasha tends to be reckless (passive) and highly egotistical (dominant). Easily apparent, Natasha is a thrillseeker. She hates her siblings and thinks that the poor are a blot on the landscape.

Fears

Natasha is still afraid of the Thing Under The Bed and deathly afraid of open areas. She likes cities and buildings.

Background

Natasha Meier, born in 1972 to a wealthy and influential Bavarian family, has had an unusual life. With both of her parents dead, succumbing to natural diseases, by the time she was ten, she was left a millionairess and was able to set out on her own under the guardianship of her older brother, Karl. Never caring much for her other siblings, Natasha dissociated herself from her three older sisters and her younger brother.

Attending all the various schools required of an upstanding and prominent member of a wealthy society, Natasha came to the conclusion that all of these rich people were inherently boring and far too cautious. She began to search for something in her life that would be exciting and could be done again and again. Trying everything from safari hunting to skydiving to cliffjumping, Natasha searched for a lasting thrill. Finally she met a man name Boris Messer. Boris taught Natasha the age old art of burglary.

N
a
t
s
h
a
M
e
i
r
e

Natasha was a natural and she loved it. She still acts as the spoiled little high society rich girl, but her nights are much more interesting. Not only does she get to rob those boring rich people of their unneeded belongings, but she gets to fight off the Nightmares as well. Ever since Ashley Windham discovered her Dreamwalking abilities as a kid, Natasha has done two things. One is hate Ashley Windham, and the other is to continue to hone her dangerous Dreamwalking abilities.

Today Natasha is a both a Dreamwalker and a burglar of first class proportions. A devoted member of The Watch, Natasha fights alongside her love Dieter Entgagen to make sleep a safer place.

Opinions Of The Others

- Alexandrei Valescu—“Alexandrei is too traditional to understand the way I live. I follow the man regardless.”
- Winter Van Leewenhoek—“I don’t know why she’s so wary of me. I’m too nice to avoid.”
- Dieter Entgagen—“Aah, mi amour.”
- Nikita Shimek—“Blood sisters.”
- Ashley Windham—“Shut up and do your job, bitch.”
- Antonio Giovanini—“He’s funny, so I tolerate his condescension. He’ll know when he’s gone too far because all of his hardware will be gone one morning.”

Natasha Meier In The Game

- Attributes—Command 7, Imagination 11, Intellect 7, Perception 11, Sanity 6, Stability 12, Agility 10, Attractiveness 8, Endurance 7, Strength 5
- Derived Attributes—Psyche 21, Shock 29, Health 12, Insight 3, Luck 1d2, Sanity 97
- Skills—Charisma 4, Lie 4, Social Chameleon 4, Appraisal 4,

College Education 3, Computer Use 4, Electronics 4, Etiquette 4, High School Education 3, Holdout 4, Language (Italian) 4, Math-Simple 3, Police Procedures 3, Security 5, Streetwise 4, Surveillance 4, Cool Under Stress 4, Dream Fighting (Martial Arts) 9, Real Fighting (Martial Arts) 5, Dream Dodge 9, Real Dodge 5, Meditation 4, Escape 4, Lockpick 9, Pilfer 9, Real Climbing 6, Dream Climbing 3, Real Hide 9, Dream Hide 5, Real Stealth 9, Dream Stealth 5, Fashion 5, Personal Hygiene 5, Presence 6, Swimming 3

- Aspect Powers- Anonymous 3, At A Glance 4, Frenzy 9, Retribution 10, Soul Blast 5, Transformation 4

THE EYE OF THE DRAGON

The Eye of the Dragon, like many things from the Far East, remains a virtual mystery to those of the Western World who know of its existence. A group whose roots can be traced back all the way to the year 989 AD, The Eye of the Dragon is a Japanese group of Dreamwalkers who have dedicated their existence to fighting the Nightmares to save the world and for the honor of Japan.

The mid-Heian period of Japan saw the rule of the Fujiwara nobles and the rise of the Samurai. It also saw the rise of the Eye of the Dragon. The Eye of the Dragon was originally formed as a protectorate for the people of Japan, but primarily as the night guard to the Emperor. A highly honorable and secretive society, the Eye of the Dragon was pledged to their cause to death.

The Eye of the Dragon has endured through the years. They have survived through the formation of the Bakufu and the emergence of the Shoguns. It has seen Shintoism, Confucianism, Buddhism, and Zen Buddhism. The Eye lasted through the Warring States and Tokugawa Japan. It saw the Meiji period and transformation into Imperial Japan. Furthermore, it fought for the Emperor Hirohito during the second World War.

Through a long and distinguished history, the secret society known as the Eye of the Dragon still exists. The most efficient group of Dreamwalkers known to man, they still hold with their vows and word of honor and the traditions of Japan. When they reveal themselves within the dream world, their forms often take on traditional Japanese forms and garb such as Samurai armor, royal dress, shinobi shozuku, and kimono and some carry traditional weapons such as the katana, tanto, daikyu, naginato, and shuriken. Still today, their tactics and ferocity are paralleled by none.

21

NARIAKO MINASE

Secretary for Acura
Conscious Aspect Dreamwalker



O
f
S
o
u
n
d
M
i
n
d

Appearance

Nariako is a well-groomed woman of 24. She is a professional woman in a world of professional males, so she always makes sure to keep her appearance up to standards.

Personality

Nariako is highly tolerant of everyone (dominant) and extroverted (dominant). Her true goal is to achieve more power within the corporate world. She dislikes bigots and is prejudiced against old women, who have accepted that their place is in the home.

Fears

Nariako is mildly afraid of dead things.

Background

Born in 1970 in Osake, Japan, Nariako was always an independent child. Her family knew at a young age that their smart little girl wasn't going to remain in anyone's home for very long.

While attending school to become an executive assistant, she met a man named Akae Tamamatsu. Akae was an executive for the Acura Corporation. Soon they fell in love, married, and, not coincidentally, Akae procured a job with Acura for his new wife. Both were happy with their jobs and traveled extensively to the United States.

Unfortunately, Akae died last year. On a business trip in Africa, he was killed by a lion while on a recreational hunting expedition. She is still in mourning, but continues her work at Acura.

Nariako first discovered her Dreamwalking talents during college. One night while sleeping, her dreams were invaded by a woman named Chuemoko Rokujo. Her talent first appearing,

21

Nariako was anxious to take her position in the honorable Eye of the Dragon.

Opinions Of The Others

- Ujikiko Suhara—“A truly great woman whose skill will keep us victorious.”
- Chuemoko Rokujo—“She wants to enter the opening place of the woman, but is too afraid to do so. It is good that she is so open and free when we Dreamwalk.”
- Tadamako Kagawa—“She helps show us the way.”
- Yasuchika Kusakabe—“We all need a friendly face.”
- Bakin Matsukara—“It is amazing that such a large man is not as large when he dreams.”
- Yorikane Nishirokujo—“Thank the gods for honor.”
- Kintsune Edo—“I worry about his rivalry with Yorikane-san”
- Ekei Tachibana—“He will be of even greater value when he matures.”

Nariako Minase In The Game

- Attributes—Command 11, Imagination 4, Intellect 11, Perception 11, Sanity 11, Stability 12, Agility 10, Attractiveness 9, Endurance 6, Strength 4
- Derived Attributes—Psyche 23, Shock 24, Health 10, Insight 3, Luck 1d8, Sanity 24
- Skills—Camaraderie 4, Composition 4, Records 6, Business 4, College Education 4, Computer Use 5, Etiquette 6, High School Education 5, Language (English) 9, Math-Simple 3, Alertness 4, Current Events 5, Investigate 6, Cool Under Stress 5, Dream Dodge 8, Real Dodge 4, Dream Fighting (Martial Arts) 8, Real Fighting (Martial Arts) 4, Meditation 6, Personal Hygiene 7
- Aspect Powers—At A Glance 3, Neuron Leap 5, Nightmare Self 4, Ruiner 7, Transformation 3

UJIKIKO SUHARA

Kabuki Performer

Leader of the Eye of the Dragon
Subconscious Aspect Dreamwalker



Appearance

Ujikiko is a beautiful woman of 26. Her delicate body is limber and quick. She normally wears her long hair free flowing and dresses in whatever seems appropriate to her.

Personality

Ujikiko is respectable (dominant) and fearless (active). She loves her work in the Kabuki theater but isn't worried about the money. Performance is her love, not money. Ujikiko doesn't care for politicians who remain out of touch with the true needs of the people.

Fears

Ujikiko is fearless.

Background

Born in 1968 to Hikaru and Soko Suhara, Ujikiko was a beautiful girl with very little ambition. As she passed through her early schooling in Tokyo, it appeared as if the young Ujikiko was homemaker material.

That all changed in High School. She began to learn acting and discovered the art of Kabuki. With the opening of the Kabuki theater to women performers, her acting became her new obsession. Additionally, Ujikiko was now entering the dream world regularly although still confused as to its implications.

Ujikiko was finally accepted into Kabuki theater in 1988, and has been happy there ever since. Furthermore, she met a man named Iezane Reizei. Iezane told her that he'd been watching her in her sleep. Confused, Ujikiko was taught about the Eye of the Dragon. Apparently, Reizei-san was old and was ready to pass the mantle of leadership on to his successor. He felt that the next leader should be a woman in light of a new woman's world. Thus, Ujikiko Suhara became the first woman in a long line of honorable men to lead the Eye of the Dragon.

Currently, Ujikiko is engaged to a painter named Yoshiaki Shijo. They are planning to be married next spring if all goes well.

Opinions Of The Others

- Nariako Minase—“I am pleased to both know and fight beside Nariako-san.”
- Chuemoko Rokujo—“She is a complex woman.”
- Tadamako Kagawa—“A voracious shopkeeper and a talented Dreamwalker.”
- Yasuchika Kusakabe—“Please don't try to sell me a bike.”
- Bakin Matsukara—“He is too big to play games.”
- Yorikane Nishirokujo—“It is good to have friends in the Yakuza.”
- Kintsune Edo—“It is good to have friends within the police”
- Ekei Tachibana—“He will learn confidence.”

Ujikiko Suhara In The Game

- Attributes—Command 12, Imagination 12, Intellect 8,

Perception 10, Sanity 8, Stability 13, Agility 9, Attractiveness 10, Endurance 8, Strength 4

- Derived Attributes— Psyche 24, Shock 28, Health 12, Insight 5, Luck 1d4, Sanity 64

• Skills— Charisma 7, Leadership 8, Acting 10, Art (Kabuki) 10, High School Education 5, Computer Use 4, Tactics 6, Alertness 6, Ambush 7, Empathy 7, Track 5, Cool Under Stress 6, Dream Acrobatics 6, Real Acrobatics 3, Dream Climbing 7, Real Climbing 4, Dream Dodge 10, Real Dodge 5, Dream Fighting (Aikido) 10, Dream Fighting (Aikido) 5, Dream Hide 8, Real Hide 4, Dream Stealth 8, Real Stealth 4, Dream Weapons (Blades) 9, Real Weapons (Blades) 5, Meditation 6, Dance 6, Presence 7, Breath Control 5

- Aspect Powers— Anonymous 5, At A Glance 4, Frenzy 9, Mimic 7, The Wild 7, Without Fear 5

CHUEMOKO ROKUJO

Homemaker

Subconscious Aspect Dreamwalker

Appearance

Chuemoko is a distinguished woman of 48. She dresses radically as the times will allow her.

Personality

Chuemoko is conniving (active) and crazy (dominant). The only thing that keeps her crazy attitude contained is her fear of authority. She likes possessions and is always trying to convince her husband to buy more things. She dislikes the way women have always been treated in Japan and the men who have gone along with it, but her fear of authority continually renders her powerless.

Fears

Chuemoko is mortally afraid of authority and mildly afraid of technology. She thinks that technology is advancing too rapidly.

Background

Now a homemaker of 48, Chuemoko Rokujo has never fully cut the apron strings. She has been married for 28 years, has three children, and her parents still stand over her. Her family currently lives in Nagasaki.

Chuemoko's life wouldn't be noteworthy if she wasn't a Dreamwalker. She went to school, got married, and had kids. Her husband, Toshinao, works for Acura and loves his family very much. The Eye of the Dragon became a part of her life when her Dreamwalking abilities became apparent during high school.

Chuemoko is a woman of internal conflicts. On one hand, she wants to join the opening world of women. She hates the way women have been viewed and treated traditionally in Japan. Unfortunately, Chuemoko has a dire fear of authority. When-

ever she speaks up, she is immediately silenced by a one important figure disagreeing with her.

Opinions Of The Others

- Nariako Minase— “I wish that I could be more like her. She has the strength to fight in the world of men.”
- Ujikiko Suhara— “She is my leader and I will follow her.”
- Tadamako Kagawa— “I wish that I could do what she does.”
- Yasuchika Kusakabe— “He does well for himself and I admire him.”
- Bakin Matsukara— “An honorable man.”
- Yorikane Nishirokujo— “I am afraid of him and his family.”
- Kintsune Edo— “I worry about the police.”
- Ekei Tachibana— “He is young and must be taught.”

Chuemoko Rokujo In The Game

- Attributes— Command 4, Imagination 10, Intellect 6, Perception 12, Sanity 9, Stability 12, Agility 5, Attractiveness 10, Endurance 6, Strength 5

- Derived Attributes— Psyche 19, Shock 32, Health 11, Insight 4, Luck 1d8, Sanity 96

- Skills— Social Chameleon 4, Teaching 4, Cooking 6, Storytelling 4, Etiquette 5, First Aid 6, Alertness 8, Cool Under Stress 5, Dream Dodge 12, Real Dodge 6, Dream Fighting 12 (Mantis Kung Fu), Real Fighting 6 (Mantis Kung Fu), Dream Hide 7, Real Hide 4, Dream Stealth 7, Real Stealth 4, Meditation 7, Crafts 6, Personal Hygiene 5, Swimming 6

- Aspect Powers— A Warm Place 6, Anonymous 4, At A Glance 4, Fortune 5, Transformation 3

TADAMAKO KAGAWA

Restaraunteer

Overconscious Aspect Dreamwalker

Appearance

Tadamako is an attractive lady of 33, who dresses neutrally. She usually wears her hair up.

Personality

Tadamako is mildly overcautious (passive) and very reliable (dominant). She loves the money that the restaraunt makes and would rather be working there than anywhere else.

Fears

Tadamako is deathly afraid of helplessness.

Background

Born in 1961, Tadamako Kagawa no longer is welcome with her family. Her childhood and teen years remained uneventful, but when it came time for marriage Tadamako chose the wrong man. Instead of marrying Chikauji To, a successful businessman she married Yoshiakira Kagawa, a restaraunteer. Furthermore, she changed her religion to Buddhism.

They have been happy in the restaraunt business, and currently run their restaraunt in Heian with Yoshiakira's parents. Their two daughters help out when they can.

Tadamako only joined the Eye of the Dragon three years ago. She had learned to Dreamwalk on her own and met the Eye by accident during a battle with the Kaises. Witnessing the Nightmares work firsthand, she joined the Eye of the Dragon in their honorable fight.

Opinions Of The Others

- Nariako Minase- "Women in the work force are good."
- Ujikiko Suhara- "Gifted and talented. She does need to exert a little more restraint."
- Chuemoko Rokujo- "I hate to speak ill of anyone, but Chuemoko-san is spineless."
- Yasuchika Kusakabe- "He lives life on his terms."
- Bakin Matsukara- "Humor has its place."
- Yorikane Nishirokujo- "I remain leery of his motives. Honor can only bind a man so far."
- Kintsune Edo- "He is a policeman of the right vein."
- Ekei Tachibana- "Ekei-kun needs to be given more credit than he is given."

Tadamako Kagawa In The Game

- Attributes- Command 8, Imagination 7, Intellect 10, Perception 3, Sanity 14, Stability 9, Agility 10, Attractiveness 9, Endurance 9, Strength 7
- Derived Attributes- Psyche 25, Shock 18, Health 16, Insight 3, Luck 1d8, Sanity 38
- Skills- Camaraderie 9, Social Chameleon 8, Cooking 12, Business 10, Computer Use 6, Etiquette 9, High School Education 5, Language (English) 7, Alertness 11, Finding 10, Dream Dodge 8, Real Dodge 4, Personal Hygeine 7
- Aspect Powers- At A Glance 2, Closer 3, Know Thine Enemy 4, Pierce the Nightmare 4, Sanity Wall 4, Transformation 3, Unmask 7

YASUCHIKA KUSAKABE

Owner of bicycle and motorcycle shop
Subconscious Aspect Dreamwalker

Appearance

Yasuchika is a peppy man of 45, with short black hair. He wears simple, comfortable clothing.

Personality

Yasuchika is confident (active) and incredibly pleasant (dominant). He loves the store and his brothers. He is so busy that he has no interest or has had any interest in settling down. About the only people Yasuchika doesn't get along with are those who look down on him.

Fears

Yasuchika is mildly afraid of blood.

Background

Yasuchika Kusabe was destined to become a salesman. At the age of 6, he was trading candy in the playground for other items from other children's lunches. Well fed and well liked, Yasuchika went on only to complete high school.

His five older brothers and himself opened their own bicycle and motorcycle shop in Tokyo in 1973. With Yasuchika as their primary salesman, the shop has done quite well for itself over the years and has a good reputation with its customers. Still under the same management, Yasuchika Kusakabe can still be found cutting deals on the same floor as 21 years ago.

Yasuchika discovered his Dreamwalking abilities when he was visited by his Grandfather. Dead for 15 years and a Shade, Yasuchika's Grandfather told his of his abilities and helped him learn to use them. Grandfather also told Yasuchika about the Eye of the Dragon and that he should seek them out. In 1978, Yasuchika Kusakabe joined the Eye of the Dragon.

O
f
S
o
u
"d
M
i
"d

Opinions Of The Others

- Nariako Minase- "A highly competent woman."
- Ujikiko Suhara- "It is odd that after centuries of male domination that a woman leads the Eye. She is the right one for the job."
- Chuemoko Rokujo- "She has a chip her shoulder that weighs her down."
- Tadamako Kagawa- "Would you like to buy some bicycles for delivery?"
- Bakin Matsukara- "No, I don't have any vehicle suitable for you."
- Yorikane Nishirokujo- "I am not particular who I work with."
- Kintsune Edo- "I am not particular who I work with."
- Ekei Tachibana- "Stick with me child. We'll go places."

Yasuchika Kusakabe In The Game

- Attributes- Command 7, Imagination 11, Intellect 7, Perception 11, Sanity 6, Stability 14, Agility 7, Attractiveness 4, Endurance 9, Strength 7
- Derived Attributes- Psyche 21, Shock 32, Health 16, Insight 4, Luck 1d6, Sanity 55
- Skills- Bargain 10, Charisma 8, Coerce 8, Appraisal 6, Business 6, Computer Use 4, Etiquette 6, High School Education 4, Math-Simple 5, Mechanics 8, Pilot (Motorcycles) 7, Repairs 8, Streetwise 6, Alertness 5, Judge Character 5, Cool Under Stress 5, Dream Fighting (Martial Arts) 10, Real Fighting (Martial Arts) 5, Dream Dodge 8, Real Dodge 4, Meditation 6, Sports (Biking) 6, Metalworking 7
- Aspect Powers- At A Glance 3, Frenzy 6, Mimic 5, Soul Blast 5

BAKIN MATSUKARA

Sumo Wrestler
Subconscious Aspect Dreamwalker



Appearance

Bakin is a very large man who wears his hair in traditional sumo style and wears whatever clothes will fit him.

Personality

Bakin is mostly uncouth (active) and very much a prankster (dominant). He is constantly worried about his health. Bakin believes that too much money will corrupt a man.

Fears

Bakin is afraid of the dark.

Background

Born in 1968 the very large only child of Gekkei and Imoko Matsukara, Bakin was fated to be a Sumo wrestler. Combining his natural size with his natural appetite, his parents started him out very early.

Bakin has learned to love life and take things much less seriously. Formerly a grim man, Bakin was in a car accident in 1986 that nearly cost him his life. Seriously breaking both legs, he made a miraculous recovery and was back walking and training by 1989. He now realized that life is too short to spend brooding.

Bakin joined the Eye of the Dragon in 1991, when he met Yasuchika Kusabe in his dreams. An honorable man, Bakin could not refuse to join the fight.

Opinions Of The Others

- Nariako Minase- "Duck."
- Ujikiko Suhara- "She is our leader. We both serve in honorable professions. We are of kind."
- Chuemoko Rokujo- "She is too easy to pull one over on."
- Tadamako Kagawa- "She still will not give me a free meal."
- Yasuchika Kusakabe- "I keep telling him that I can ride one of his bikes."
- Yorikane Nishirokujo- "He has made money on my matches. Therefore, we get along well."
- Kintsune Edo- "His duty to the Eye should come before his

25

duty to the state."

- Ekei Tachibana- "Too small."

Bakin Matsukara In The Game

• Attributes- Command 9, Imagination 11, Intellect 6, Perception 10, Sanity 7, Stability 9, Agility 5, Attractiveness 9, Endurance 12, Strength 12

• Derived Attributes- Psyche 22, Shock 22, Health 24, Insight 3, Luck 1d4, Sanity 32

• Skills- Intimidate 8, Etiquette 6, High School Education 6, Language (English) 5, Math-Simple 5, Alertness 10, Cool Under Stress 10, Meditation 6, Real Dodge 8, Dream Dodge 4, Real Fighting (Sumo Wrestling) 12, Dream Fighting (Sumo Wrestling) 10, Presence 7, Body Shaping (Strength) 6

• Aspect Powers- At A Glance 4, A Warm Place 4, Retribution 9, Transformation 6

YORIKANE NISHIROKUJO

Corporate Employee for Hitachi
Member of the Yakuza
Conscious Aspect Dreamwalker

Appearance

Yorikane is an ugly man of 34. Well-built, he usually dresses in high quality suits. And as a member of the Yakuza, he has tattoos.

Personality

Yorikane is both highly amoral (dominant) and a loner (dominant). He takes good care of himself. Because of his loner tendencies, he really doesn't like having many friends. As a rule, he is prejudiced against Gaijin.

Fears

Yorikane is obsessively afraid of reptiles.

Background

Yorikane is a dangerous man hiding behind the facade of an everyday salesman for Hitachi. He no longer associates himself with his true family, preferring to identify only with his adopted family: the Yakuza. His public job is a cover for his underground activities which include drug smuggling, extortion, gambling, counterfeiting, and prostitution. Yorikane's tattoos bely a man of some considerable power with the Yakuza.

Although a seemingly unlikely candidate for the Eye of the Dragon, Yorikane is a powerful Dreamwalker who held a great deal of respect for Iezane Reizei. He gave his word of honor to Iezane to uphold the values and tradition of the Eye. Being a man of honor, Yorikane has never nor will he ever compromise his word.

Yorikane has dwellings all over the world, but his primary residence is in Hokkaido.

25

Opinions Of The Others

- Nariako Minase— “Rival companies mean nothing in the grand scheme that we hold dear.”
- Ujikiko Suhara— “Iezane chose his successor. I will respect his judgment.”
- Chuemoko Rokujo— “She is weak and easily browbeaten.”
- Tadamako Kagawa— “Show me the way, Tadamako-san.”
- Yasuchika Kusakabe— “I am proud to know Yasuchika-san.”
- Bakin Matsukara— “Our lives mesh well.”
- Kintsune Edo— “In the dream world, we fight side by side. In the real world, we fight face to face.”
- Ekei Tachibana— “A virtual dynamo, when he believes in himself.”

Yorikane Nishirokujo In The Game

- Attributes— Command 10, Imagination 7, Intellect 13, Perception 6, Sanity 7, Stability 8, Agility 6, Attractiveness 3, Endurance 7, Strength 10

- Derived Attributes— Psyche 18, Shock 20, Health 17, Insight 4, Luck 1d2, Sanity 71

- Skills— Administration 6, Bargain 6, Lie 7, Embezzling 6, Torture 5, Bureaucracy 5, Business 6, College Education 5, Computer Use 4, Drugs 5, Etiquette 6, Finance 4, High School Education 4, Holdout 3, Language (English) 4, Math-Simple 3, Streetwise 6, Alertness 6, Detect Lie 6, Gambling 5, Intelligence 6, Stalk 5, Cool Under Stress 5, Dream Fighting (Thai Kickboxing) 5, Real Fighting (Thai Kickboxing) 3, Dream Dodge 5, Real Dodge 3, Meditation 4, Counterfeit 6, Escape 5, Lockpick 6, Personal Hygiene 6, Resist Pain 6

- Aspect Powers— At A Glance 4, Coordinate 5, Mindfight 6, Mold 7

KINTSUNE EDO

Policeman

Overconscious Aspect Dreamwalker

Appearance

Kintsune is a young, well-groomed man of 25. He wears the clothes of a police detective.

Personality

Kintsune is fearless (dominant) and very tolerant (dominant), two wonderful traits for both a policeman and a Dreamwalker. He hasn't been on the force very long and is working hard to gain advancement. One thing that Kintsune does not tolerate is stupidity.

Fears

Kintsune is fearless.

Background

Kintsune has led a very straight laced life. He was born the only son of five children in a loving home. Growing up with a

great respect for law and order, Kintsune excelled in school and knew that he wanted to be a policeman.

After graduating training, Kintsune was soon promoted to plain clothes detective status. He has been working robbery/homicide in Tokyo for two years now, and is one of the best police on the force.

Kintsune is also a dedicated Dreamwalker, and has been since his police training. His respect for law and order and his dedication made him a natural addition to the Eye of the Dragon when his Dreamwalking powers became active. Ujikiko approached him as soon as he was discovered and he quickly agreed.

He is currently unmarried, but still visits his parents, Yujo and Tsuko, and his four sisters, Haketoko, Kachiko, Yukiako, and Yasuko, quite frequently.

Opinions Of The Others

- Nariako Minase— “Please do not doubt me. My fealty is to the Eye of the Dragon first and foremost. I have given my word of honor that I will co-operate with Yorikane.”
- Ujikiko Suhara— “She is my leader.”
- Chuemoko Rokujo— “Chuemoko needs her husband to take care of her.”
- Tadamako Kagawa— “Apparently, police get free lunches at her restauraunt.”
- Yasuchika Kusakabe— “Once he stops trying to sell you a bike he is a good man.”
- Bakin Matsukara— “My duty to the Eye of the Dragon does come before my duty to the state.”
- Yorikane Nishirokujo— “Our relationship is a working one at best. I know that he can still Dreamwalk from prison.”
- Ekei Tachibana— “Guidance and friendship will build his inner strength.”

Kintsune Edo In The Game

- Attributes— Command 12, Imagination 6, Intellect 9, Perception 10, Sanity 11, Stability 11, Agility 11, Attractiveness 4, Endurance 10, Strength 4

- Derived Attributes— Psyche 21, Shock 22, Health 14, Insight 3, Luck 1d2, Sanity 97

- Skills— Coerce 4, Interrogate 4, Leadership 3, Bureaucracy 3, College Education 4, Deduce 4, Drugs 4, High School Education 4, Language (Cantonese) 5, Law 5, Alertness 6, Detect Lie 5, Empathy 3, Finding 4, Intelligence 5, Investigate 5, Photography 3, Stalk 4, Track 5, Real Fighting (Military Self-Defense) 5, Real Dodge 4, Real Handguns 6, Real Longarms 6

- Aspect Powers— At A Glance 4, Banish 6, Pierce the Nightmare 4, Neuron Leap 4, Transformation 4

EKEI TACHIBANA

College Student
Overconscious Aspect Dreamwalker

Appearance

Ekei looks as young as he is. He wears his long black hair in a pony tail and dresses in university uniform.

Personality

Ekei is a resilient man (dominant) and highly underconfident (dominant). A typical young man, he likes women. He doesn't really like his circle of friends right now, and has a tendency to deride homosexuals.

Fears

He is observably afraid of making mistakes.

Background

Ekei is a young history student of 19 in Tokyo. He is having difficulty adjusting to his life as a whole, and has survived much for his age. Considered a black sheep in the family and the only child of his parents, Ekei is on his own in the world. Furthermore, he doesn't like the circle of friends he has been associating himself with. He considers them petty and irresponsible and is desperately trying to associate more with the Eye of the Dragon rather than his school friends.

In addition to all of his other personal difficulties, Ekei has only been a Dreamwalker since the fall of 1993. He has had difficulty adjusting to this new and overwhelming aspect of his life. Wishing that Kintsune Edo had never met him, Ekei tends to doubt his own abilities and can complain heavily at times.

Opinions Of The Others

- Nariako Minase—“Stop talking to me like I’m a child.”
- Ujikiko Suhara—“Ujikiko-san keeps trying to tell me that I need to learn to trust myself. It hasn’t helped me yet.”
- Chuemoko Rokujo—“No disrespect intended, but she is worse than my fucking mother.”
- Tadamako Kagawa—“At least she treats me like an adult.”
- Yasuchika Kusakabe—“I like Yasuchika-san.”
- Bakin Matsukara—“He is rude and I don’t appreciate his humor.”
- Yorikane Nishirokujo—“It figures. I have a member of the Yakuza and a cop as my two primary male guidance figures.”
- Kintsune Edo—“It figures. I have a member of the Yakuza and a cop as my two primary male guidance figures.”

Ekei Tachibana In The Game

- Attributes—Command 7, Imagination 7, Intellect 5, Perception 7, Sanity 12, Stability 4, Agility 7, Attractiveness 10, Endurance 5, Strength 4
- Derived Attributes—Psyche 23, Shock 12, Health 9, Insight 3, Luck 1d4, Sanity 77

- Skills—Debate 5, Teaching 3, Composition 5, Anthropology 6, Archaeology 6, College Education 6, Computer Use 5, Etiquette 5, History 8, Linguistics 7, Cartography 7, Dream Dodge 4, Real Dodge 2, Meditation 4, Sports (Soccer) 5

- Aspect Powers—At A Glance 2, Pierce the Nightmare 4, Psycheleech 7, Transformation 4, Voice of Command 4

Insane Asylums As A Setting

Depending upon your game, insane asylums usually end up being a part of Shattered Dreams. Asylums in Shattered Dreams have a specific look and feel to them which adds to the horror of the game. The following checklist should help you:

- The asylum should either be very antiseptic and pristine white or should be very rusty.
- It should appear nearly deserted or desolate. An oppressive feel should pervade.
- Screams, moans, and shouts should be audible and should be disturbing, as well as the use of strange machinery/equipment.
- That same strange equipment/machinery should be visible and unrecognizable.
- The patients should never look normal or content.
- The staff should be passive and impersonal.
- An air of conspiracy or something hidden should hang about the building.
- Overall, a visit to an asylum should be depressing at the very least.

These guidelines should help you create a good insane asylum for use in your campaign. You can also try it out in the following adventure.

Sanity Is Only a State Of Mind

An adventure by: Lance P. Johnstone

Synopsis

An associate or acquaintance of the character’s has been committed to the local insane asylum. The first question might be, “Why is this important?” Simply put, because the victim is not insane.... yet. The victim is a Dreamwalker who has been broken by the Vacyge but has not yet been driven fully insane. The Dreamwalker, Paul Alexi or “Tank”, simply decided that he had to tell the world of the hidden danger it faced. The world thanked him for the advice, assured him that they would look into it, and promptly locked him up.

At least two of the characters should know or have worked with Tank before. They also feel that a nice long rest is just what he needs. Unfortunately, the Vacyge aren’t quite finished with him yet. The secrets his brain holds are just what the Vacyge need to help rid themselves of a few more Dreamwalkers, namely the characters. They’ll play with Tank for a while, wring him out like



a sponge, and throw him away. That is, unless the characters can do something about it.

The Dreamer

Paul "Tank" Alexi

Paul is a warehouse employee whose enormous strength has always been his most identifying feature. His dream skills and Aspect powers further reinforce this. Tank came from a good home and a good family, but when his father lost his job due to cutbacks and his mother took sick and was forced to retire early, things at home became much more difficult. Tank graduated from high school holding two jobs and a full football scholarship to a local state college. His devotion to parents caused him to decline the football scholarship and attend a community college instead so he could stay home to help his parents and two younger sisters.

Under conditions which would make most people stagger and fall, Tank has always seemed to excel. At night, however, lay a different story. His dreams were troubled and strange, though not nightmares they were upsetting nonetheless. He seemed to be able to control the course of his dreams and give himself incredible abilities. The more he practiced, the more proficient he became. Tank was capable of changing his body to other forms and expelling tremendous energy even though it seemed to hurt him as well. He could also twist his dreams to forms completely different from that which they started. His most terrifying power was the ability to submerge himself in his own anger and rage, becoming an incredible rampaging beast. When he found himself able to transport

himself out of his own dreams and into the dreams of others or into some sort of space in between dreams, he found others like himself and learned about what he was and what lurked beyond dreams. His integrity and character left him no other choice but to join the Dreamwalkers and their eternal struggle.

Tank In The Game

- Attributes—Command 6, Imagination 10, Intellect 8, Perception 9, Sanity 8, Stability 11, Agility 6, Attractiveness 7, Endurance 9, Strength 11

- Derived Attributes—Psyche 18, Shock 22, Health 20, Insights 3, Luck 1d4, Sanity 9

- Subconscious Aspect Powers—At A Glance 4, Frenzy 8, Neuron Leap 3, Retribution 5, Transformation 5, The Wild 4

- Skills—Deduce 4, Repairs 6, High School Education 6, College Education 4, Alertness 4, Detect Lie 3, Finding 4, Sabotage 2, Cool Under Stress 6, Meditation 2, Real Fighting (Boxing) 5, Dream Fighting (Boxing) 5, Real Fighting (Wrestling) 8, Dream Fighting (Wrestling) 4, Real Fighting (Martial Arts) 2, Dream Fighting (Martial Arts) 5, Judge Character 4, Body Shaping (Endurance) 6, Body Shaping (Strength) 7, Body Shaping (Attractiveness) 4, Sports (Football) 8, Breath Control 4, Resist Pain 4, Diplomacy 3

- Personality—Respectable (Dominant), Reliable (Active), Likes his family, Dislikes bigotry, Prejudiced against laziness, Observably afraid of failure

- Family—Favorite of the family and gets along well with his parents and two sisters individually.

The Nightmares

A Vacyge War Party is currently plaguing Paul, attempting not only to drive him insane but also to make him divulge the identities of any other Dreamwalkers he might know.

Vacyge Captain

- Attributes—Command 8, Imagination 9, Intellect 10, Perception 10, Stability 12
- Derived Attributes— Shock 24, Psyche 31
- Powers—Animate 10, Neuron Leap 10, Theatre of Terror 11

Vacyge Lieutenant

- Attributes—Command 9, Imagination 8, Intellect 8, Perception 6, Stability 8
- Derived Attributes— Shock 16, Psyche 20
- Powers—Direct 9, Know the Real 7, Misfortune 4

Vacyge Soldier 1

- Attributes— Command 7, Imagination 5, Intellect 5, Perception 9, Stability 4
- Derived Attributes— Shock 8, Psyche 17
- Powers— Limelight 9, Pervert 8

Vacyge Soldier 2

- Attributes— Command 5, Imagination 5, Intellect 8, Perception 7, Stability 7
- Derived Attributes— Shock 14, Psyche 14
- Powers— Leery 8, Fanatic 6

Vacyge Soldier 3

- Attributes— Command 8, Imagination 6, Intellect 6, Perception 8, Stability 7



- Derived Attributes— Shock 14, Psyche 18
- Powers— Shadowdance 9, The Hidden 9

The Hook

The characters will be made aware that Tank has been institutionalized be entering his dream pocket and conversing with him. The first hints that the Vacyge are present in his mind should be dropped by Tank here as well. This should encourage them to investigate further and become involved, if comradeship to Tank hasn't done so already.

Supporting Characters

The characters should already be familiar with Tank to justify this adventure. The following information is included to give the Gamemaster additional insight into Tank's family and give him more proverbial ammunition for dream scenes.

Joseph and Terese Alexi

Paul's parents are decent hardworking people who happened to have troubles at the same time. They have always tried to do right by their children, raising them as best they knew how. They love all their kids despite any faults. There was a period when their youngest daughter, Stephanie, started to get a reputations as being "easy," but Paul soon settled that problem (By getting rid of a nasty, but inexperienced and weak Likaer). Paul, however, is their pride and joy. They are devastated by his being committed, but are sure that with time and love he will be back soon. They are strong people, but will not be trusting of the characters because they have never met them.

Denise and Stephanie Alexi

Tank's sisters, 22 and 20 respectively, both think the world of their older brother. They now spend most of their time in tears and will give investigating Dreamwalkers little information of value if they are questioned.

Dream Scenes

All dream scenes should be left to the imagination of the Gamemaster in order to make Tank more familiar to you. Remember to have the Vacyge use his family against him. They know all of his weaknesses and fears and will use them mercilessly in the effort to tear his mind apart. Some suggestions are as follows:

- Replay the memory of his sister being an easy lay, with the Vacyge as her many boyfriends. The sight of his worst enemies continuously having their way with her will agonize him to no end.
- Create situations in which he fails to assist his family and instead make their situation worse. This plays against both his fear of failure and his love of his family.
- Force Tank to Frenzy while surrounded by constructs of his family.
- Have Tank line up against an offensive line of Vacyge.

The possibilities are endless, but you are the best judge of what your players will enjoy. Use the variety of psychological

The possibilities are endless, but you are the best judge of what your players will enjoy. Use the variety of psychological disorders to make Tank a difficult and dangerous character for the characters to protect. Use the variety of drugs commonly used to treat the insane (see Awake and Alone) to make him even more unpredictable. Whatever you think your players can handle.... and maybe a little bit more.

The West Wing

An adventure by: Timothy Erickson and Matthew D. Grau

We walked to the front desk of Sisters of Mercy. I could tell that Ivan and Cherise were uneasy. Then again, who wouldn't be with the screams of the insane echoing down the pristine asylum's halls. The reception behind the desk looked up without greeting.

"How can I help you."

I raised my eyebrow and said, "We're here to see Bill Stevenson. He was admitted here three weeks ago."

She turned to her computer and punched a few keys. After a couple of minutes, she looked up. "I'm sorry, but there is no Bill Stevenson in our care."

Puzzled, I turned to Cherise. She just shrugged her shoulders. Looking back at the receptionist, I said, "Are you sure? We received a call from the state that told us he was here."

She frowned. "Sir, our records are completely up to date. He is not here. I suggest you look somewhere else..."

Synopsis

The characters discover, are committed, or are visiting an old asylum along the northern coast of Maine called the Sisters of Mercy Home for the Mentally Ill. When they arrive, they notice something peculiar—the West Wing. No one seems to talk about it and no one seems to go there. If the staff is asked about it, they will look puzzled and say that it has been shut down for years.

The fact is that the West Wing isn't shut down nor is it vacant. There are still mental patients staying there. The Kaies have their own plots for the West Wing.

Note: The West Wing is not intended to be presented here as a complete scenario. It is presented as a story possibility with food for thought. With a little personalization and work, you can turn the West Wing into a completed adventure.

The Dreamer

Any Dreamwalking that occurs will most likely be in the minds of the West Wing's patients or the Sisters of Mercy staff. Create them as you see fit.

The Nightmares

The Nightmares involved in the West Wing are the Kaies. You can choose to only have one adult Kaies involved, or worse yet, several Kaies working in concert.

The Hook

There are a variety of ways in which you can approach this adventure. Here are some possibilities:

- One or several of the characters has been committed there.
- A friend they have come to visit has been transferred to the West Wing and all records and memories of him/her are gone.
- If one of the characters is a doctor, he/she has been called upon by Sisters of Mercy to help in an area that is of his/her expertise.
- The characters are travelling in Maine and have to seek shelter there for the night during a bad storm.

Dream Scenes

Much of the West Wing will take place in the real world. Sisters of Mercy is a large asylum that falls under the suggestions for asylums as a setting mentioned earlier. It is located well outside of any town and is off the main thoroughfare.

Any real dream scenes are either going to be those created by normal or insane dreaming minds, or those created by the Kaies.

With the natural insanity behind some of the dreamers, it may be difficult to ascertain exactly what is going on. You should be able to easily keep your players confused. Furthermore, all real world records and documentation are missing. Any research on the West Wing will come up with no information.



The world
that we'd rather not be
in our lives
Same questions
that everyone asks

TAKE ME AWAY

A place
We're stuck
being things we'd rather not be
over and over

I want to leave
Take me away
Take me away
I need control

God
Take it all away
from this place
to any place else

Index

A3201	4
Anxiety Disorders	5
Sunder Aurora, M.D.	14
Bently, Ryan M.D.	9
Dissociative Disorders	6
Dreamwalker Groups	7
Edo, Kintsune	26
Entgagen, Dieter	17
The Eye Of The Dragon	21
Getting Committed	7
Giovanini, Antonio	19
How Can I Use the Dreamwalker Groups?	7
Insanity	5
Insane Asylums As A Setting	27
Kagawa, Tadamako	23
Kusakabe, Yasuchika	24
Losing Your Mind	6
Matsukara, Bakin	25
Meier, Natasha	20
Minase, Nariako	21
Mood Disorders	6
The National Center for Dream Research	7
Nishirokujo, Yorikane	25
Onwudiwe, Alex	11
Permanent Effects	5
Permanent Insanities	5
Personality Disorders	6
Playing Insane Characters	7
Radcliffe, Chandra M.D.	10
Regaining Your Mind	7
Rokujo, Chuemoko	23
Sanity Is Only a State Of Mind	27
Schizophrenia	6
Selvig, Ethan	12
Shimek, Nikita	18
Somatoform Disorders	5
Suhara, Ujikiko	22
Tachibana, Ekei	27
Valdez, Sabrina	13
Valescu, Alexandrei	16
Van Leewenhoek, Winter	16
The Watch	15
The West Wing	31
What Good Are Dreamwalker Groups?	7
Windham, Ashley	18

Last Words

I'm sorry, but visiting hours are over. I'm glad that you came to see us and I hope that you'll come back soon.

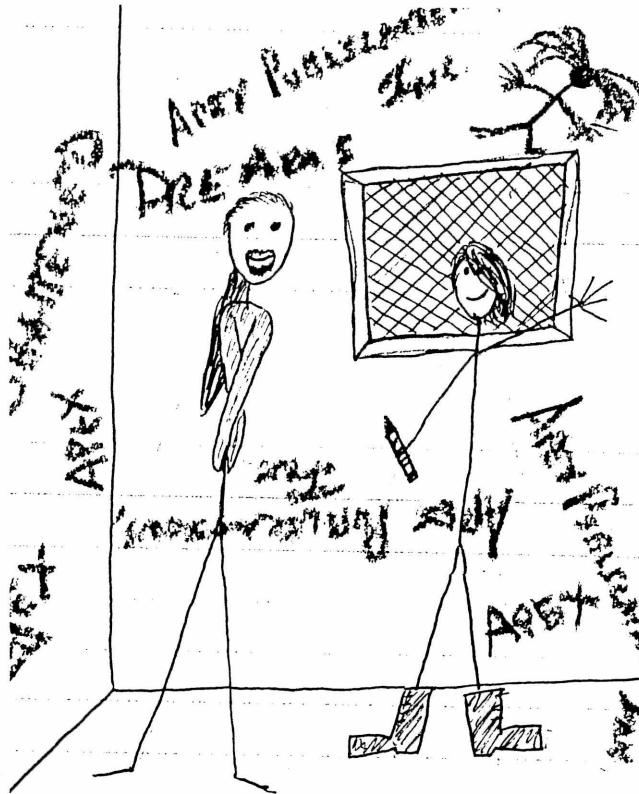
I would have to say that I am pleased overall with the way that *Of Sound Mind* turned out. It contains valuable information for anyone's *Shattered Dreams* game. The character's are a lot of fun and the insanities are comprehensive. The adventures are good to use. Trust me, we know all about insane asylums.

Wait a minute, I think Tim has something to say. What was that? Try it again, I can't understand you. Sorry, Tim just hasn't been the same ever since they gave him that lobotomy.

Ooops, gotta run. It's time for my shot.

MATTHEW D. GRAU

The Of Sound Mind Design Team



Of Sound Mind

I shifted on the examination table wearing one of those gowns that only half closes in the back. Scribbling furiously in my charts, the doctor sat across from me at a desk. Every so often he'd pause, look up, and tap his pen on his chin. He was taking an awfully long time. My nerves were beginning to creep up my throat and I fiddled nervously in an antiseptic world. Anything to stop the nightmares.

Dr. Bently closed my chart and sat back in his chair. "Well, you're as fit as a fiddle. Nothing physically wrong with you, which is what I suspected. I think that it's best if you stay here at the Center for a couple of days of observation. We'll hook some instruments up to you and collect data while you sleep."

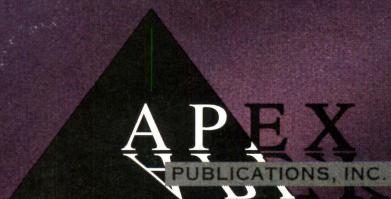
I paused for a minute. "None of this is dangerous, is it?"

Dr. Bently smiled. "What could possibly be dangerous about sleeping?"

Of Sound Mind includes:

- Expanded and detailed psychological disorders and more information on playing insane characters.
- More history of the Nightmares throughout civilization.
- The National Center for Dream Research, The Watch, and The Eye of the Dragon.
- Adventures in mental institutions.

Reality is relative.



P.O. Box 20405
Bloomington, MN 55420

AP30050
\$8.00 U.S.